BRITAIN'S LONGEST-RUNNING COMMODORE 64 MAGAZINE

# YC

C64 C128

AUGUST 1991

STILL ONLY £1.95

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## RODLANDS

Cute Heroes Kick up a storm in our Huge Preview

PLUS!! RAMPART CHALLENGE



YC Plays Domark at their own Game

GAMES REVIEWED:

- MERCS
- LOGICAL
- HERO QUEST
- SWITCHBLADE
- RBI BASEBALL

AND MORE

The trouble we have with tapes,
You know,
Is sometimes they go astray
There is a boy in casualty
cause he took my tape away !

*Funky Fruitbat 1991*

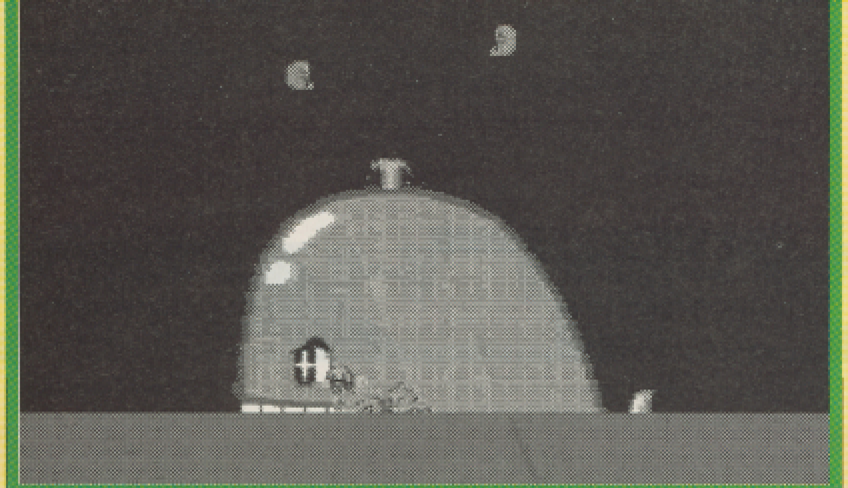
If your tape isn't here, then jolly well ask your newsie where it is!

an alphavite PUBLICATION

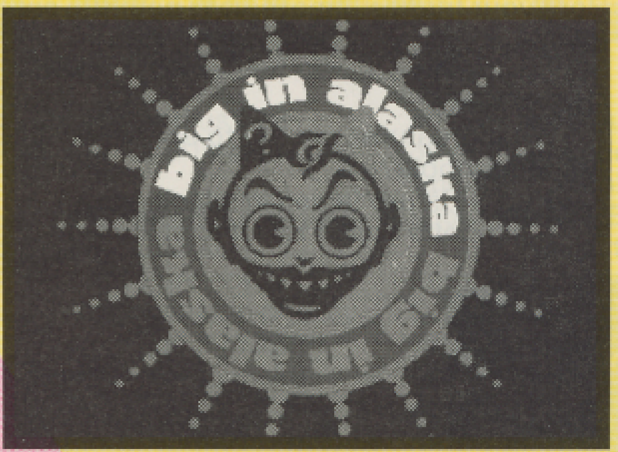
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INSIDE: MUSIC VID SPESH + ARCADE ROUND-UP


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✪ RODLAND (p10) - Is this game about cutesy characters and hitting people with sticks just a storm in a diskdrive?



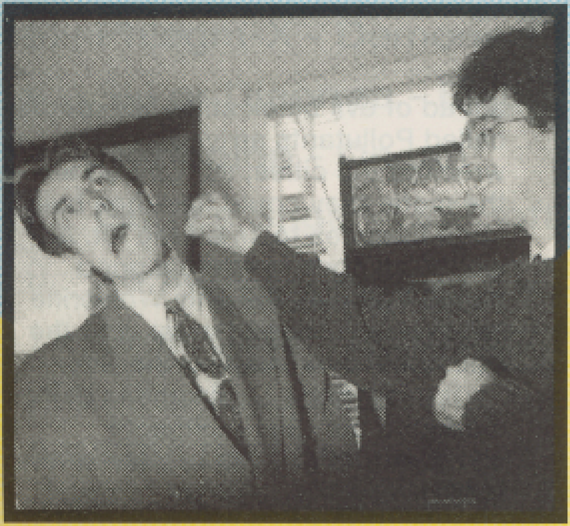

✪ MUSIC VID SPESH (p64) - What'll you be playing on your vid soon? It could be one of these...



✪ BIG THRILLS (p60) - What have comics, film, video and records got in common? Er... They're all reviewed on the Big Thrills pages!



✪ TALES FROM THE SCRIPT (p62) - Dave "I know the stars" Hughes presents a further dispatch from film-industry hell. How many times can he mention Julia Roberts, d'ya think?



✪ RAMPART CHALLENGE (p20) - The start of the 'YC Humiliation Tour 1991'. We pop down to Domark and get soundly thrashed in a Rampart castle-frenzy.

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## featuroonies



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## regulars



## on the tape



## posters

# DATA



## NEWS, PREVI

### ON THE SPOT: *YOU'VE EITHER GOT IT OR YOU'VE NOT!*

Bore your friends, amaze your parents, entertain your aunts for you are... Computer Boffo!

*QUESTIONS*
1. What creatures are set to scare you in Disney's Arachnophobia?
2. Tam & Rit are fairies in which game?
3. A bimbette called Kiki introduces which game?

*ANSWERS*
1. Spiders
2. Rodland
3. Gem X

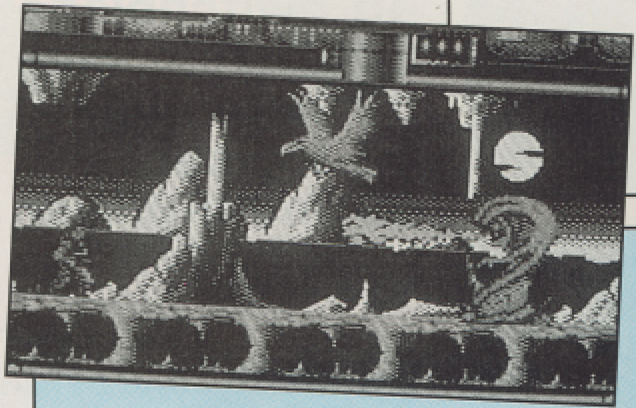
## INFO FREAKO

*The names behind the games!*

Addictive Games,
Unit 1, Baird Road, Enfield,
Middlesex, EN1 1SJ.
Tel: 081-804 8100

Enigma Variations Ltd,
13 North Road, Harrogate,
North Yorkshire, HG1 5PD.
Tel: 0423 501595

Zepplin Games
Unit 9D Sedgeletch Ind
Estate, Houghton-le-Spring,
Durham, DH4 6JW.
Tel: 091-385 7755

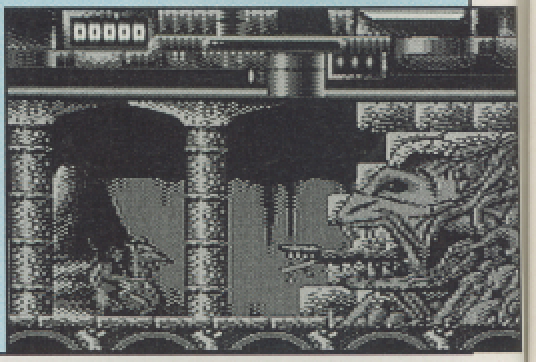


## RUBICON AND ON AND ON

Remember Hewson? Well they're back, under the new name of 21st Century Entertainment – and what better to shoot off with than a shoot-em-up called Rubicon (not to be confused with a can of passion fruit drink or an old game from Quicksilva)?

It's set in the year 2011 after a nuclear explosion in a Soviet Powerplant and surprisingly enough there's not much left apart from mutations! (Glowing sheep, etc.)

Basically, you've got disarm the mutations, clear up the mess and make the planet inhabitable again. I think youre gonna need more than the weaponry given to you in the game, I'd just telephone God, that's if you can afford the phone bill by the year 2011!



## YOU GOTTA FIGHT FOR YA RIGHT

Just as Haggar (the ex-Streetfighter not the cartoon Viking) had put his socks and shoes on for once and settled down to a quiet and boring life of being Mayor of the city, his daughter goes and gets kidnapped by none other than the Mad Gear Gang - how inconsiderate of her!

Yep, Final Fight is the sequel to Capcom's Streetfighter and U S Gold are sure you are going to get all your kicks (arf, arf) out of this conversion.

You play Haggar or his sidekicks, Cody or Guy, and come face-to-face, or foot-to-foot, rather with all the ugliest and meanest punks imaginable.

## ZONED OUT, MAN!

A Robozone is not one of those street corners with a black spot where you can phone other robots, it's actually the latest shoot-em-up of the sideways scrolling kind to come from the Imageworks label.

It's set in the 21st Century where cities are so polluted that no human can survive (should have been London 1991)!

A bunch of robots calling themselves The Wolverine are brought in to protect the city, until a load of evil black stick-like robots called Pollutants arrived and wrecked the cities, scavenged all the metal they could find then built huge furnaces to smelt the lot. Ah well, it all goes to make a good game! You play the only Wolverine left in New York and must stop the Pollutants over-running the City.

It has 3 huge levels and is being marketed as '1991's ultimate shoot-em-up', so fire buttons at the ready!

# WITH BEVY BABES

# …EWS AND SILLY POOS !!!

## EEEE THAT'S GRAND, LADS

Domark are certainly showing us that they're good sports with their latest two signings.

Grandstand is a 'mix-em-up' of all your fave type of sports (unfortunately tiddlywinks and kiss chase are not included) so you can play from the privacy of your own living room without mud, sweat and running round only to make yourself wheeze.

The football game is none other than Gazza (the Empire version not the one-legged simulator). The driving part is provided by Continental Circus and the tennis by Pro Tennis Tour and to 'round' off how about a game of golf with none other than World Class Leaderboard, which is certainly nothing to be tee-ed off about (aargh – Ed).

Meanwhile, to tie in with the 1992 European Football Championships, Domark have teamed up with Taito to bring you Euro Football Champ. If you're a fan of the coin-op you'll know that it's a knock-out competition played from a grandstand view with a rather fun feature which allows you to purposely knee, kick or elbow another player and get away with it if you're not spotted by the ref, that is – um, sounds more like Sunday league!

## BOARD-ACIOUS

Gremlin certainly aren't 'board' with the recent success of 3-D roleplaying games for they have signed up 'Space Crusade' - the second addition to MB's fantasy stable.

Space Crusade, aimed at a younger market, was developed after Heroquest became MB's fourth best-seller – behind the likes of Trivial Pursuit, Pictionary and Scrabble.

MB put the success down to the amount of bits and bobs and ornate artwork you get for your pounderoonies compared to the 'expensive air' found in other board games.

Certainly not my cup of tea, – I'm off for a game of Twister then it's an all nighter with Jason Donovan's 'Straight to Your Heart' board game - I'm an intellectual, you see!



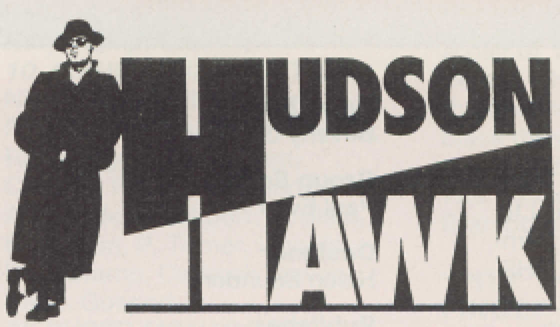
## TEN GAMES TO DISGUST YOUR GRANNY

*(BUT AMUSE YOUR FRIENDS)*

1. Bogie Trooper - Piranha
2. Sick Dangerous - Microprose
3. Ghostpusters - Activision
4. Thunderturds - Grandslam
5. Phlegm-X - Demonware
6. Ski or Dieorrea - Electronic (F)Arts
7. Roboplop - Ocean
8. Guffy's Saga - Ubi Soft
9. Forsnotten Worlds - U S Gold
10 Crap Door - Alternative Software

(Er... thank you Beverly, that's enough! Ed.)

## WHERE THERE'S A WILLIS THERE'S A WAY




He's podgy, he's got a receding hair-line and he sang a crappy pop song which should have been titled "Under The Baldwalk" but he's got that certain something that makes him dead 'ard and attractive to women.

Ocean certainly think that Brucie-babes Willis is a star not to be laughed at, for they have signed up the latest film he's starring in, namely Hudson Hawk, a Joel Silvers comedy/musical, which has recently become the second movie to reach the $100m budget.

We can only hope that Ocean put this much into the development of the conversion ...only joking!

# DOUBLE TROUBLE

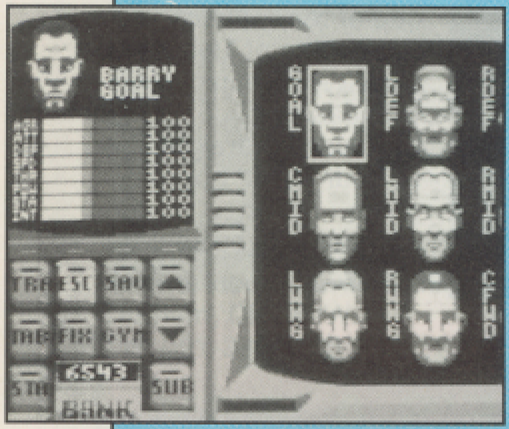
Just what is it about pairs of big 'n' bouncy cutesy wutesys (er characters, that is)? The Mario Bros are already household names and about to star in their own film, now US Gold have announced the safe arrival of two new siblings namely The Mega Twins and The Bonanza Brothers.

Sega's Bonanza Bros are two reformed villains called Mobo and Robo who are mysteriously hired to check out the security at some well known establishments (know wot I mean!) They're a sort of cross between the Marios and The Blues Bros as they sniff out the bad apples, armed with pop guns, and do a spot of nicking themselves. Watch out for this very funny and rather spiffy platform/obstacle game in November.

Now meet the Mega Twins, they might be cute, but they're on a revenge trip from hell, cos as babies they were the only survivors from a terrible monster that wiped out their paradise land. The game will convert from the popular Capcom coin-op when 15 years later The Twins treck through 6 levels of dazzling arcade action on a quest to find the legendary Dragon Blue Eyes stone which would set their world in order again. What I want to know is, if they were the sole survivors who fed and changed their nappies?

# FEEL THE NEED FOR SPEED

It's bigger, it's better, it's bloodier. Yep, that futuristic sport, Speedball, is back - and for those of you who thought I meant a Bernard Matthspews Beef Roast you're wrong!

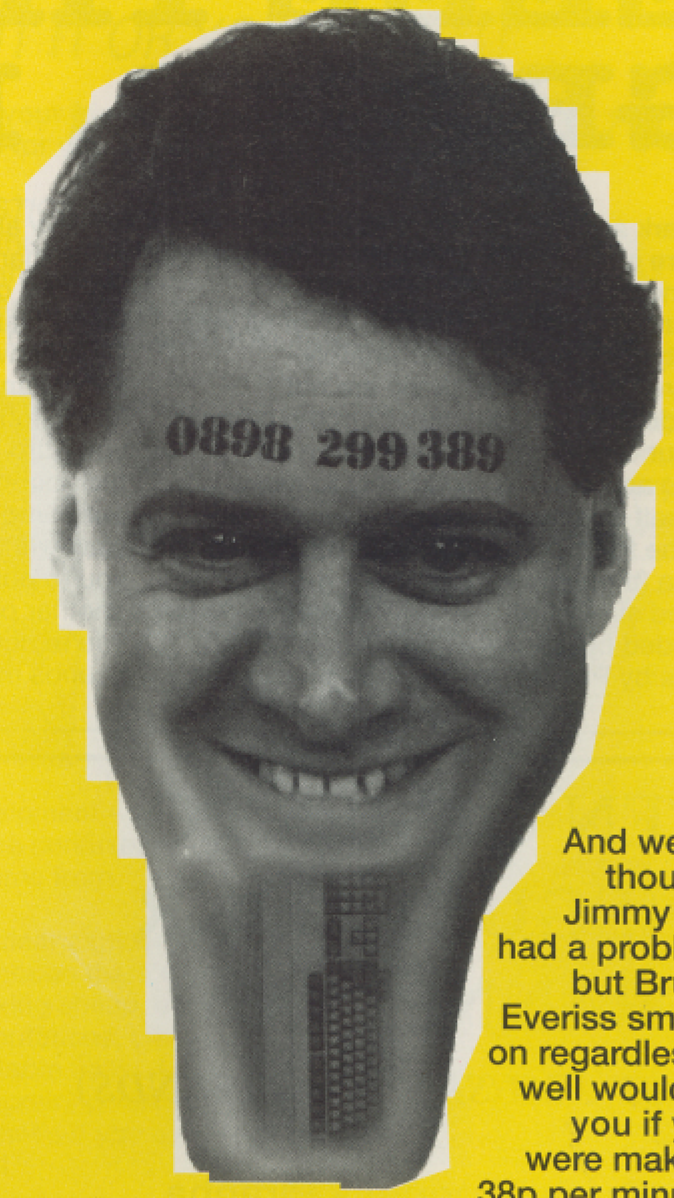



Speedball 2 is set to knock the spots right off of its predecess, with individual team member selection, more weapons and, more importantly, more violence - you'll even score higher points for injuring an opposition player.

It promises to push the C64 to it's 'very limits', so remember to take cover when loading the final game, 'cos it might explode.

Out in September the game will cost £10.99 on cassette and £12.99 disk.

# PEOPLE DO THE SPACKIEST THINGS!




And we all thought Jimmy Hill had a problem but Bruce Everiss smiles on regardless - well wouldn't you if you were making 38p per minute!

**AUGUST 1991**
(On sale July 26)

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**Subscription Rates** are £23.40 UK (inc. VAT post free), £31 Europe, £31.30 Middle East, £34.20 Far East, £31.80 (or $56.00 USA) Rest of the World. Airmail Rates on request from YC Subscriptions Department, **Select Subscriptions Ltd., 5 River Park Estate, Berkhamsted, Herts HP4 1HL.**

USA Subscription Agent: Wise Owl Worldwide Publications, 4314 West 238th Street, Torrance CA 90505, USA.

**Cover and poster origination by Replica Repro,** Northampton.

**Distributed by Seymour International Press Distributors Ltd.,** Windsor House, 1270 London Road, Norbury, London SW16 4DH. Telephone (081) 679 1899.



ISSN 0269-8277

# EVERYONE'S A WINNER (BABY) II

Back for a regular run, the YC Office Fairy has been drawing and judging compos and has brought everything right up to date.

From now on, we'll be printing the winners each month for the compos run in the issue two months previous, with no lazy lagging-behind!

So, here are the winners from February 1991 to May 1991. And remember, if you've won (you lucky, lucky, people!) and you don't get sent your prize soonish (say, a month from now) DON'T RING US! Ring the company who've offered the prize and worry them instead!

### "Kate Adie Calling" - YC February 1991

The chance to win a first prize of a model jeep, model helicopter and a copy of St. Dragon. Two second prizes of a jeep and St. Dragon. And runners-up prizes of... St. Dragon. All this in return for a phoney war report, which we said we'd print if you won.

***First Prize:*** Guy Breakinbury, South Glamorgan.

His winning entry was a bit scarily realistic:

*"As I stand here in Riga, capital of Latvia, I can hear the sound of bombs exploding in the surrounding countryside. Hand-to-hand fighting is taking place in the suburbs; and we know we are surrounded by Soviet tanks.*

*This unnecessary war, now in its second week, started when Latvia declared complete independence from the USSR.*

*Now, a rocket explodes quite near us, damaging the main television broadcasting station; we run for cover to our bunker.*

*The Latvian people know, of course, that they cannor hope to contain the might of the Soviet military machine. But they fight on, putting freedom before their own lives.*

*As they fire their hopelessly out-dated rifles into the air at Soviet MIG fighters, the determination shines on their faces.*

*Lavians everywhere appeal to the great Russian people and President to put an end to this conflict.*

*Another explosion, a flock of wild geese rise into the air and fly westward - to Freedom."*

***Second Prize:*** Michael Jones, Quinton, Birmingham.

His entry was even more worrying!

*" War has finally broken out, after months of speculation. All the talking is now over and both sides are taking up arms. With all the latest technology, Commanders are calling it the two-minute war.*

*Peace and tranquility have been pushed aside. While Heads of State contemplate how to annhilate each other.*

*There have been massive casualties on each side, with hospitals working around the clock, trying to cope with the backlog of dead and wounded.*

*People young and old, shouting in the streets for peace, asking God for help. But their words go unheard, drowned by the noise of incoming bombs and Anti-Aircraft-Gun fire.*

*Water supplies, electricity, bridges, airports and roads are the main targets, with around-the-clock bombardments. At times, the noise is earth-shattering. Buildings shake and crumble with a moment's notice, civilians are caught underneath tons of rubble. Rescue missions are few and far between, people rooted to the spot because of fear and bewilderment. It is a sad, sad sight. One I shall never forget.*

*If only the Heads of State could play war on a computer, it would be the saviour of so many screams."*

The other ***Second prize*** goes to: No name, Gainsborough.

This was a rather amusing entry:

*"And here is the update of the micro war. Out here, it is reaching DIZZY heights. We hope these SANXION will stop soon, that this is the LAST DUEL.*

*They are going to send in the RESISTANCE at MIDNIGHT, but we can OUTRUN these solduers, their soldiers are just eating KWIK SNAX.*

*Out here, there are CREATURES that BREED at NIGHT.*

*The opposition are PLOTTING to RAMPAGE the place but we are sending in our TOP GUN pilots.*

*At night, our WONDER BOY soliders are nothing but a SHADOW of a WARRIOR.*

*The weather out here is atrocious, the days are called DAYS OF THUNDER. There are also lots of boulders, when one falls you must DASH from the BOULDER.*

*We hope that this war will end soon, so that AFTER THE WAR, the year 1943 will be peaceful again."*

***Runners-up:*** Alex Mead, Devon; Joe Baker, Bristol. Jonathan Trickett, Pollington; Steven Read, Gosport; Peter A. Preston, Leicester; David Hughes, Ettington; Ravi Kalsy, Cleveland; Tom Birks, Stoke-on-Trent; Raymond Cullett, Crawley; Gordon Blair, Kilmarnock.

### "YC GOODY BAG" - YC March 1991

This was just sooo simple to enter. All you needed was a postcard to win these fab prizes:

***5 DICK TRACY T-SHIRTS:*** Rory Stamp, Cartmel; H. Coote, Cleveland; George Con, Luton; Adrian G. Forbes, Isle of Man; Lisa Williamson, Consett;

***5 DICK TRACY MUGS:*** Rory Stamp, Cartmel; R. Pillai, London SE13; Adrian G. Forbes, Isle of Man; P. Turner, Lincoln; Mark Pearson, Ashton-under-Lyme;

***5 STUN RUNNER MUGS:*** M. Buffrey, Monmouth; R. Pillai, London SE13; Michael Jones, Birmingham; Mark Pearson, Ashton-under-Lyme; Chris Roden, Chester;

***10 BEATS INTERNATIONAL POSTERS:*** Nick Stuart, Oldham; Chris Roden, Chester; Steven Read, Gosport; Geoffrey Miles, RAF Bruggen; A. Barnett, Chester; R. Pillai, London SE13; Alex Wade, Stockport; D. Steel, Brampton; P. Turner, Lincoln; Rory Stamp, Cartmel;

***10 JESUS JONES POSTERS:*** Nick Stuart, Oldham; Chris Roden, Chester; Geoffrey Miles, RAF Bruggen; A. Barnett, Chester; R. Pillai, London SE13; Alex Eade, Stockport; D. Steel, Brampton, P. Turner, Lincoln; Rory Stamp, Cartmel; Steven Read, Gosport.

***25 SUPER MONACO GP POSTERS:*** P. Turner, Lincoln; D. Steel, Brampton; Alex Wade, Stockport; No Name, Middleton Road, Oldham; M. Buffrey, Monmouth; Michael Jones, Birmingham; Rory Stamp, Cartmel; R. Pillai, London SE13; George Con, Luton; Adrian G. Forbes, Isle of Man; Philip Cole, Redcar; A. Barnett, Chester; Geoffrey Miles, RAF Bruggen; Steven Read, Gosport; Mark Pearson, Ashton-under-Lyme; Chris Roden, Chester; Nick Stuart, Oldham;

***25 STUN RUNNER POSTERS:*** A.J. Ridge, Bristol; P. Turner, Lincoln; D. Steel, Brampton; Alex Wade, Stockport; No Name, Middleton Road, Oldham; M. Buffrey, Monmouth; Rory Stamp, Cartmel; R. Pillai, London SE13; George Con, Luton; Philip Cole, Redcar; A. Barnett, Chester; Geoffrey Miles, RAF Bruggen; Steven Read, Gosport; Mark Pearson, Ashton-under-Lyme; Chris Roden, Chester; Nick Stuart, Oldham;

### "DEAD 'ARD HARDWARE" - YC April 1991

Here you could have won three first prizes of a 'Hardware' video, baseball cap, and watch in return for knowing which heavy metal rock star played a taxi driver in the film. The answer was, of course, Lemmy from Motorhead and the winners are:

Tim Parker, Norwich; Adrian Sharp, Whitehaven; Stephen Lowerty, Wallingford;

### "SUPREME BEINGS" - YC April 1991

We offered five first prizes of: a copy of Supremacy, Monty Python, Golden Axe, Super Off-Road and Judge Dredd to the person who came up with the best caption for a picture of Han Solo looking shifty.

***The winners:*** *"I'll have to start ordering YC weekly, Darth Vader's getting too difficult to ambush for his!"* - Robert Clark, Bradford; *"This Poll Tax collection is dangerous!"* - Neil Snowdon, Dumfries; *"He's not collecting my Poll Tax!"* - Edward Wilson, Huddersfield; *"I hate trying to get the shop's last copy of YC!"* - Michael Clark, Bradford; *"All this because I wouldn't lend Luke my YC magazine!"* - Kay Blair, Kilmarnock;

### "EYE WANT TO WIN" - YC May 1991

A pair of 'aerobic glasses' to the person who answered 'Pupil' to the question "What is the round black thing in the middle of your eye called?".

***The winner:*** D.R. Steel, Brampton.

### "PITY THEY CUT THE FINGER-SNAPPING SEQUENCE OUT"/"HAS FRANK MILLER REALLY SOLD OUT?" - YC May 1991

10 'Darkman' and 10 'Robocop 2' vids ready to be won in 'Tales from the Script'.

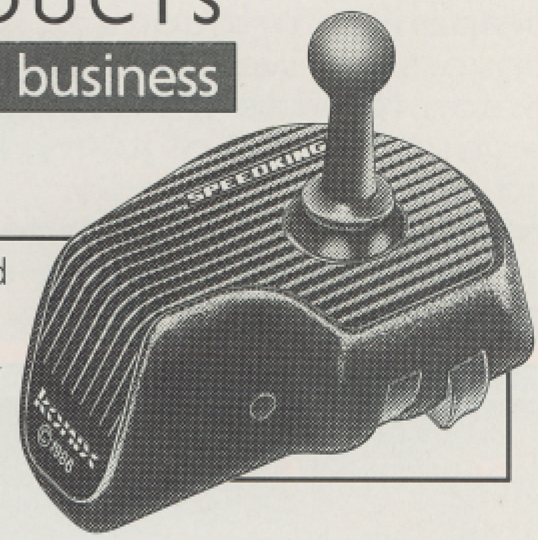
***The winners:*** Robert Harvey, Harlow; Stephen Woods, Nottingham; D.R. Steel, Brampton; Michael Jones, Birmingham; T.S. Fox, Thetford.

# WORLD CLASS HOTSHOTS FROM

konix

COMPUTER PRODUCTS

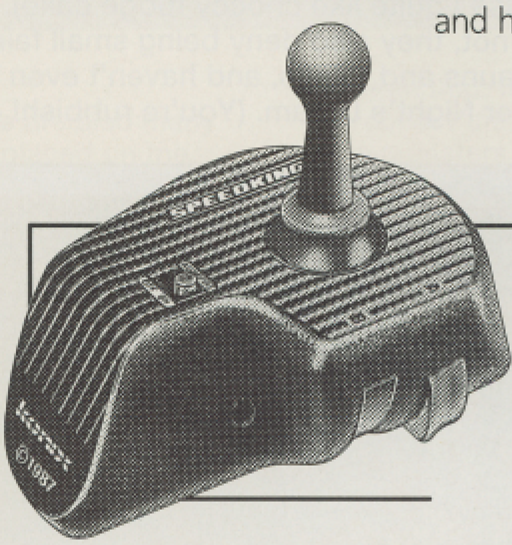
The fastest reactions in the business




## SPEEDKING

**formidable firepower in the palm of your hand**

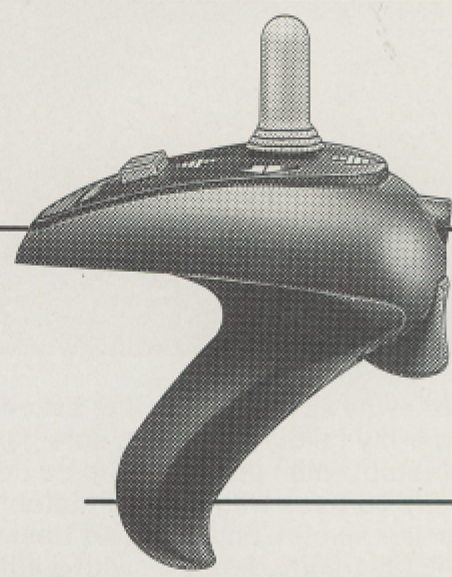
Designed for super accurate, high speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.




SpeedKing performance plus easily accessible autofire switching for instant and even firepower.

## SPEEDKING

**with AUTOFIRE**



## NAVIGATOR

**awesome accuracy at your fingertips**

Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.

## UNBEATABLE RELIABILITY

SpeedKings and Navigator are fitted with unbreakable steel shafts and built to even higher specification than before. So you'll probably never need the 12 month guarantee that comes with them.

# RODLAND

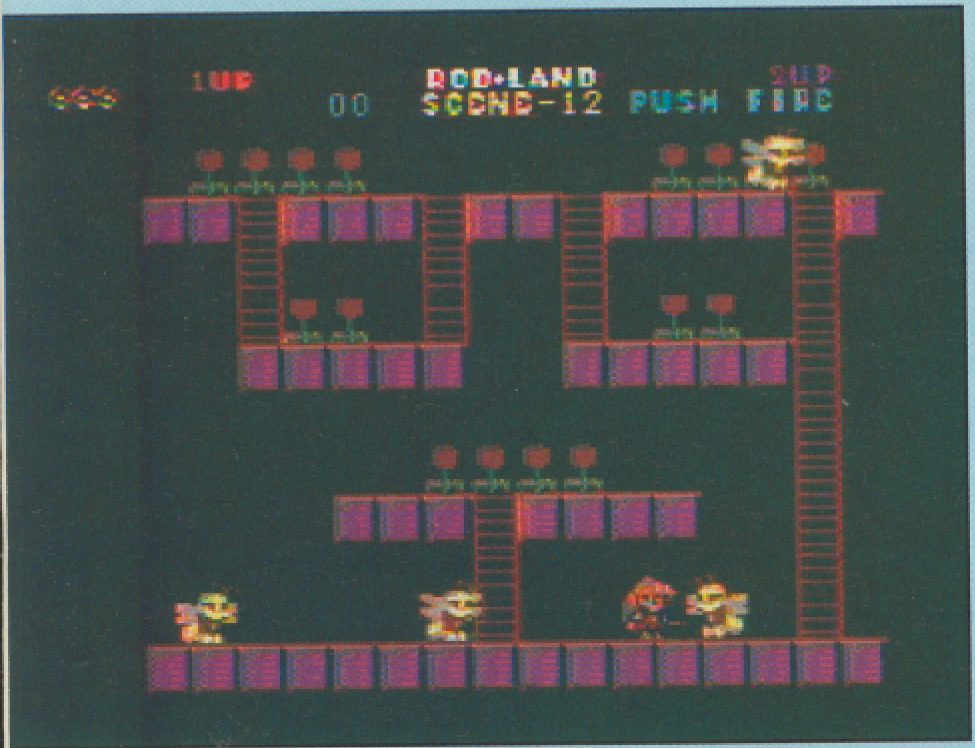
**When Storm came to show us a few exclusive levels of the company's forthcoming arcade conversion, we decided that the person to write the preview should be youthful, full of jollity, bouncy and extremely friendly. Unfortunately Rik Henderson was the only fellow available so the grouchy smeg had to do.**

## JUST WHO ARE THESE STORM GEEZERS (AND GEEZERESSES)?

Er, a bunch of programmers and programmesses who, like, programmed the game! (That's not good enough! – Ed).

Erm, and they, er, wrote a couple of other games too, like, er, Swiv and Silkworm, probably! (And more! – Ed).

Oo, they also have exceedingly good parties at Chrimbo time, and they take you round to the Pizza place for lunch even if you don't like Pizza so you have to make do with Chocolate fudge cake (which is okay, 'cause I quite like choccy fudge cake). And, believe it or not, they also deny being small fairies and leprechauns and things, and haven't even seen A Midsummer Night's Dream. (You're rubbish! – Ed).




There I was sitting under my favourite toadstool when up pops Jimmy Tortoise with his little sailor suit on, and his very neatly trimmed frilly tu-tu. "Hello", said Jimmy in his sickeningly cheerful voice - for it was his birthday - so I shot him!

Now that's the sort of fairy story I'd prefer to read to small children, so when I'm asked to do a preview of a cute game I stick my fingers down a throat (preferably someone else's) and treat the whole affair with a little scepticism.

But when a cutesy game is as darn spiffy as Rodland looks to be I'll even get the bucket to clean up the puke myself.

The game, you see, is a bit unique. Okay, it's converted from the popular Jaleco coin-op, but to be honest it's the way you grab the monsters and smack seven shades of rude pooey stuff out of 'em that gives it that "Ooo, what a smashing little splendidness of a game" appeal.

The style is most definitely based around a platform-gamey type of thang, you have to clear each screen the number of sweet-looking baddies that roam around.

This you do by using your rod of Sheesanamo (look, bear with me, it doesn't all read like an Ann Summers catalogue) to zap them, and whilst in your grasp you can beat them on the floor.

Do this three times and they will disappear, leaving a weapon of some description. You can then use these to kill the other baddies and win the game,



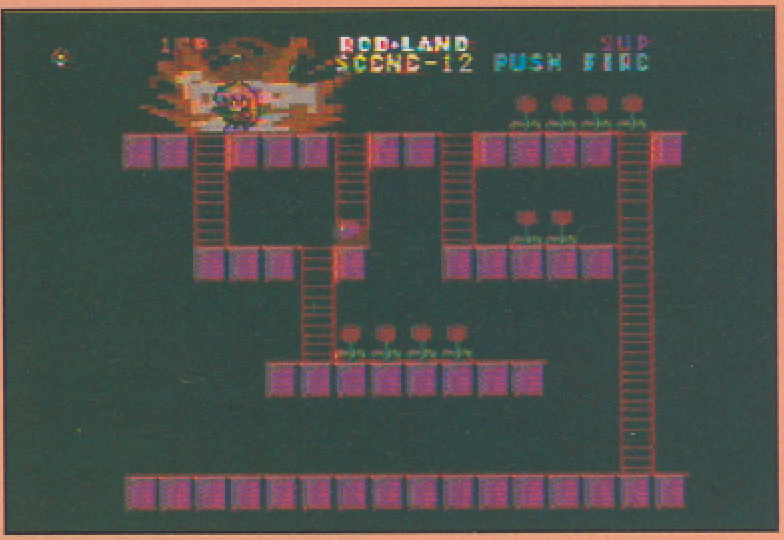
## CREDIT CARD

**NAME:** Rodland
**SUPPLIER:** Storm
**PRICE:** To be announced
**RELEASE DATE:** September

### A THOUSAND THINGS THAT FAIRIES AND PIXIES LIKE TO DO (ER, WELL, A COUPLE ANYWAY!)

1. The washing up - It keeps their hands ever so soft!
2. Bounce joyfully around meadows and frolic amongst the buttercups.
3. Eat loads of small cup cakes!
4. Help old shoemakers make all their shoes in the allotted time.
5. Rip teeth out of children's mouths.
6. Watch Millwall every Saturday down the den!
7. Place illegal bets on Dragonfly fights.
8. Eat small children's noses!
9. Steal Santa Clause's boots and shoot his reindeer!
10. Edit computer magazines and tell everybody that they are the best-selling C64 title!



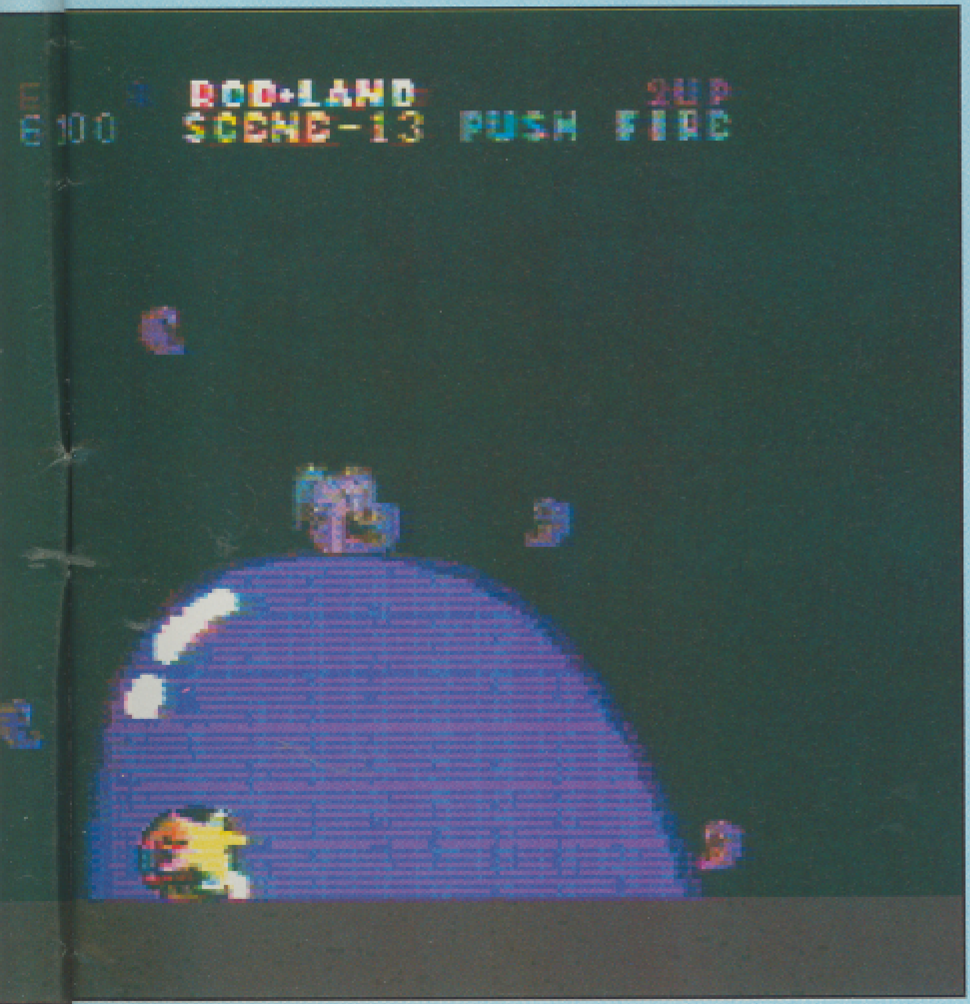




✪ Aaaaand . . . MASSIVE EXPLOSION!! There's a mighty lot of severe destruction going on here, eh? And we thought they were such cute characters!




hurrah!

There are also many flowers placed on the screen that, if you manage to collect the lot, will change the monsters into




collectable thingummies for a while and you'll be able to dispose of them that way.

There's also other original factors, like the lack of a jump ability and a magic ladder-creating ability thrown in to replace it (i.e. you can build a ladder anywhere on the screen at any time - when you build a new one, the old one vanishes).

There are huge, humungous, gigantic, ginormous, flippin' large and no mistake, monsters to defeat every so often and the feel of the graphics and sound, and every other small aspect of the gameplay is cute through and through.

It's all enough to make you hue-ey 'til your stomach lining comes up - but, from the looks of it at this early stage, it'll be well worth it!

# CASSETTE

# ON THE TAPE

**What do you get if you put three corking games on one cassette? The YC cover tape, of course! Theres loads of joystick crunching action on the tape this month, so load up and play away!**

## THE CONTENTS

**Side A:** *Metaplex* – arcade action game
**Side B:** *Tank Battlezone* – another arcade action game
*Monsters* – a weird strategy game

# A

## METAPLEX

**Programmer:** Prism
**Type:** Complete game - arcade action
**Controls:** Joystick

The game is set inside an asteroid, in a huge metal complex, controlled by a two-headed monster called Garth.

You must seek and destroy him, as he intends to destroy the Earth. To do this you must shut down four power control units, to sufficiently weaken him and bring him to a destructable level.

After you have done this, a door will open on the first screen so you can escape.

### *HOW TO PLAY*

To destroy a power unit, you must drop a flask of acid on it. First find the empty flasks and fill them by standing under the drip.

You have levels of laser power, shield, acid and super laser status. Various messages will also appear in the top left of the control panel.

There is a rather complex security system that must be understood:

There are four types of door, numbered one to four, you can open these at the expense of activating other parts of the system. Here is an example..

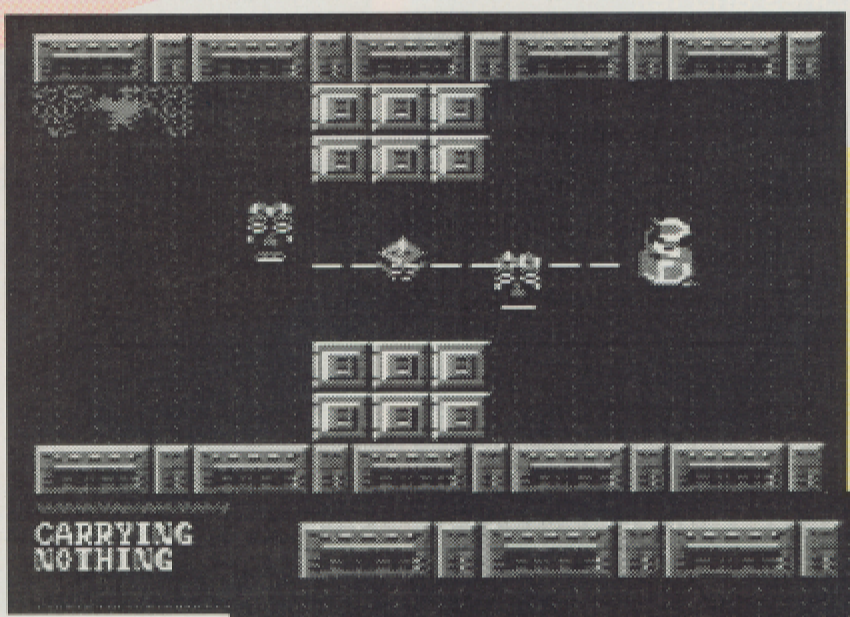
1. Start the game and go to the room on the left.
2. On the floor in the room is a security unit. If you touch this it will alter the status of the left hand column in the centre of the control panel.
3. Providing you have only touched it once, the left column will show;
   a) Laser refill system active
   b) Door type one open
   c) The doors to the four rooms with power units are open.

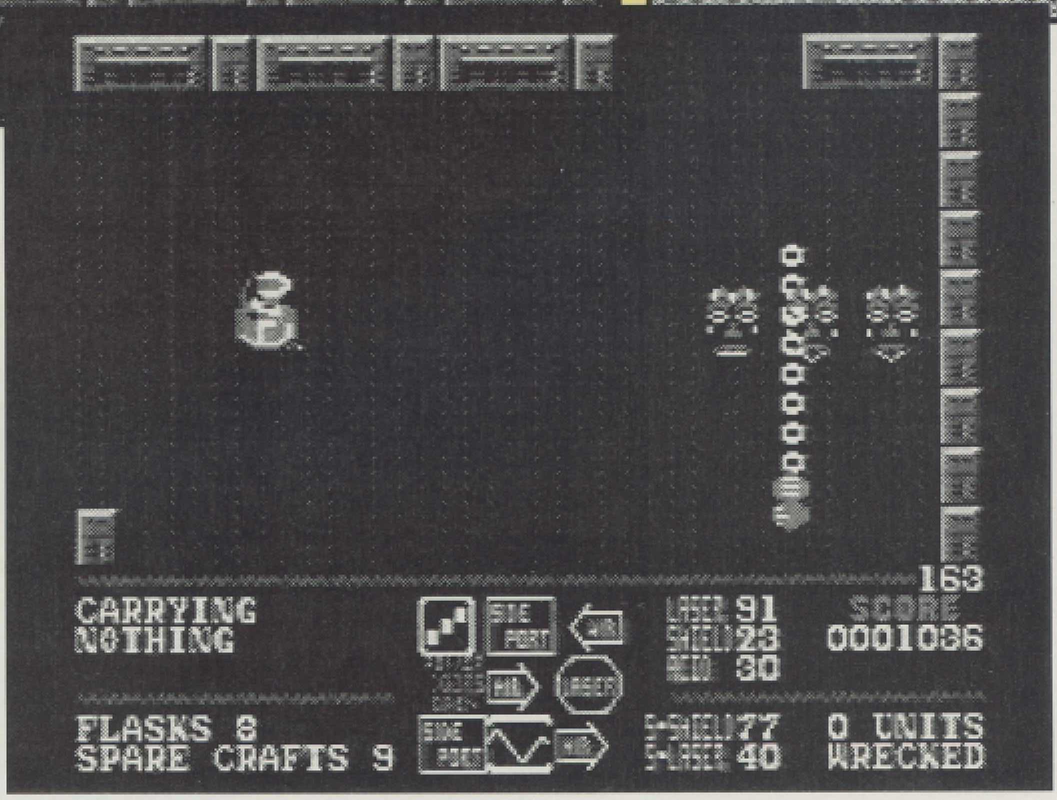
   The centre column will show;
   a) Side transporters active.
   b) Air to the right is flowing. Throughout the complex you will come across air tubes, you cannot travel against the direction of air.
   c) Electrical barriers are active.

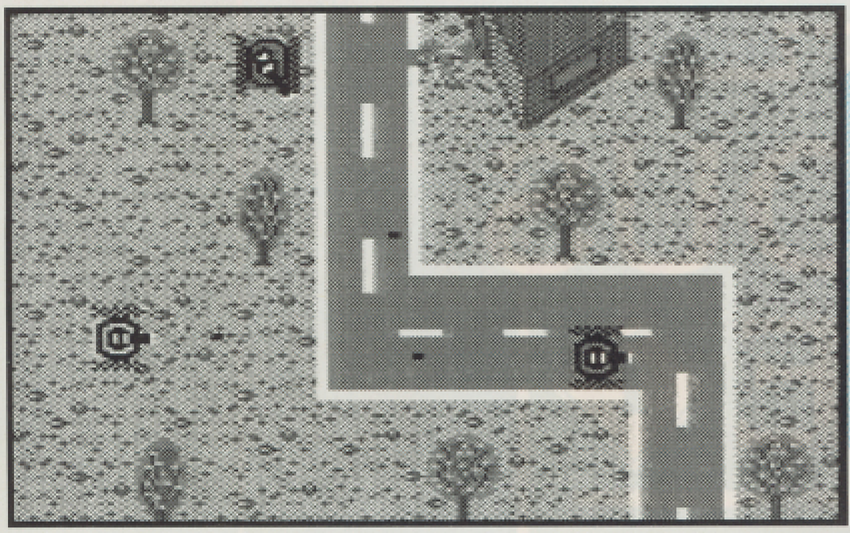
   The right column will show;
   a) Air to the left is flowing
   b) Your laser is active
   c) Air to the right is showing
4. If you touch the sensor again then you will alter the security status.

There are many other security sensors throughout the complex. As you find your way around, you have to decide which doors need to be opened and which things to activate.



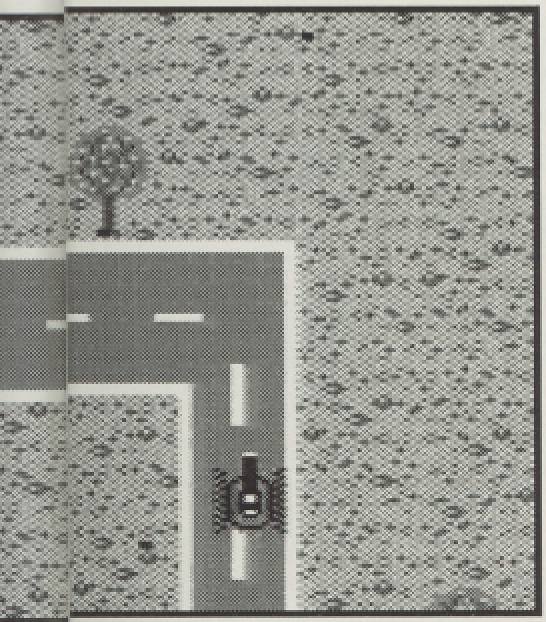




## TANK BATTLEZONE

**Programmer:** Andrew Boxall
**Type:** Complete game - arcade action
**Controls:** Joystick in port 1 and port 2 for two player game.



It was decided, one day during World War II, that a special crack squad should be sent behind enemy lines to try and take out a rather large munitions factory. A squad was scrambled which consisted of a tank and helicopter, it was named the "battlezone" squad.

They had to travel across a large, heavily-defended land, but it was hoped (due to the smallness of the squadron), that they could pass un-noticed.

If they had to destroy defences, then they could work well together – being on ground and in the air.

This seemed like an impossible task, and if they ever made it back they would be hailed as heroes.

It is a dangerous mission and once again, it's up to you.

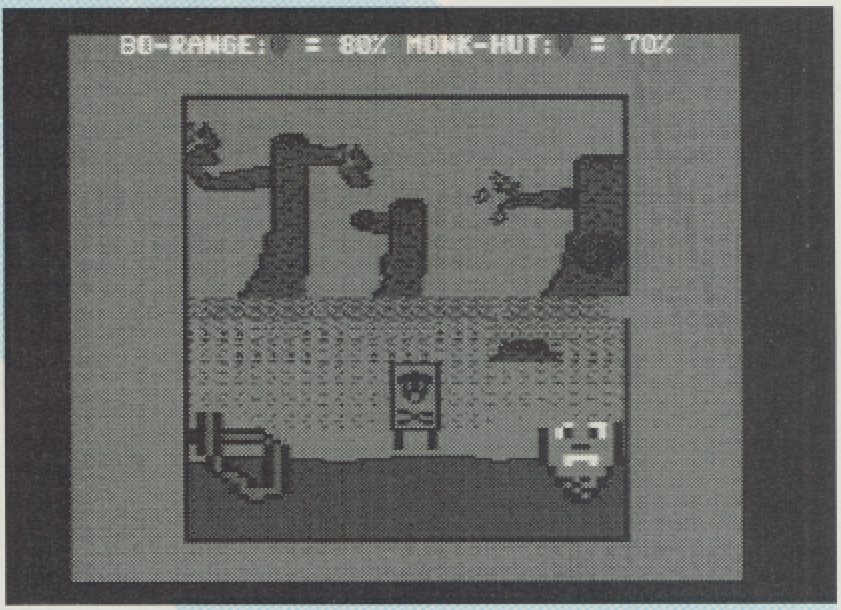
### *HOW TO PLAY*

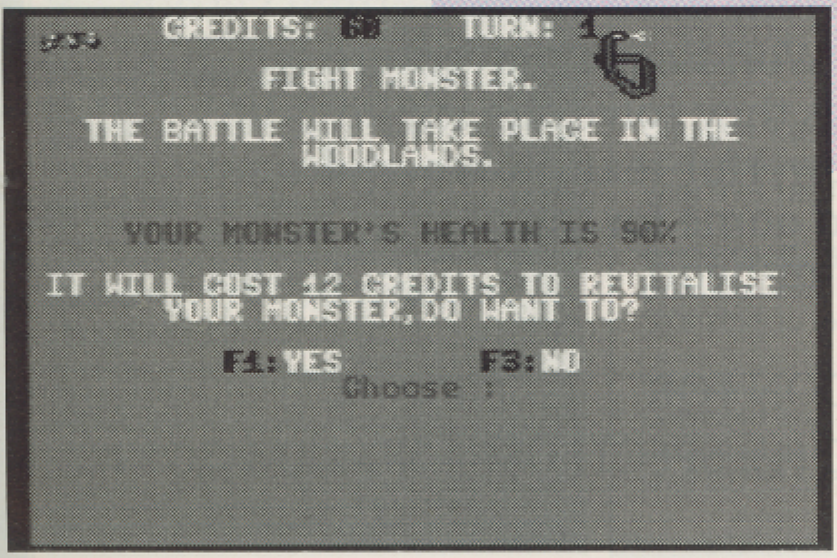
Two players can play simultaneously, one controlling the tank and the other the helicopter. A joystick in each port is needed, although one player can play with joystick in either port.

The idea is simple, shoot all the defences and try to make as much progress as possible.

The tank can only drive on the roads, but the helicopter can fly anywhere. The screen scrolls up only, so be careful in the tank that you don't run out of road if turning a double left or right corner.

The action can get pretty hot. Keep cool and work together!






## MONSTERS

**Programmer:** Darren Cook
**Type:** Fantasy strategy game
**Controls:** Keyboard

Monsters is an easy-to-use fantasy strategy game in which you can buy, sell and improve monsters to fight other monsters and win cash prizes.

The aim is to take control over Cybill, the twelfth monster and earn over 2000 credits so that you can retire.

### *HOW TO PLAY*

The play is straightforward and instructions are contained in the program.

Basically, use the function keys and space bar to select various options off the menus. The menus are self explanatory and easy to follow.

Try to build up your monster by improving it, and buying weapons.

## TEN DIFFERENCES BETWEEN STANLEY PRECISION DATA SYSTEMS AND MADONNA*:

1. Madonna sang 'Vogue', S.P.D.S. didn't (and probably wouldn't know how to 'vogue' anyway)
2. Madonna is American, S.P.D.S. are not (and are based in Corby, Northants, which is nothing like America)
3. Madonna is very rich, S.P.D.S. are not, probably (do you reckon they make millions from tape returns, readers? No.)
4. Madonna fills Wembley Stadium, S.P.D.S. don't.
5. Madonna doesn't accept YC tape returns, S.P.D.S. DO.
6. Madonna wears pointy bras, S.P.D.S. do too (er... are you sure about this? Ed)
7. Er...
8. That's it.

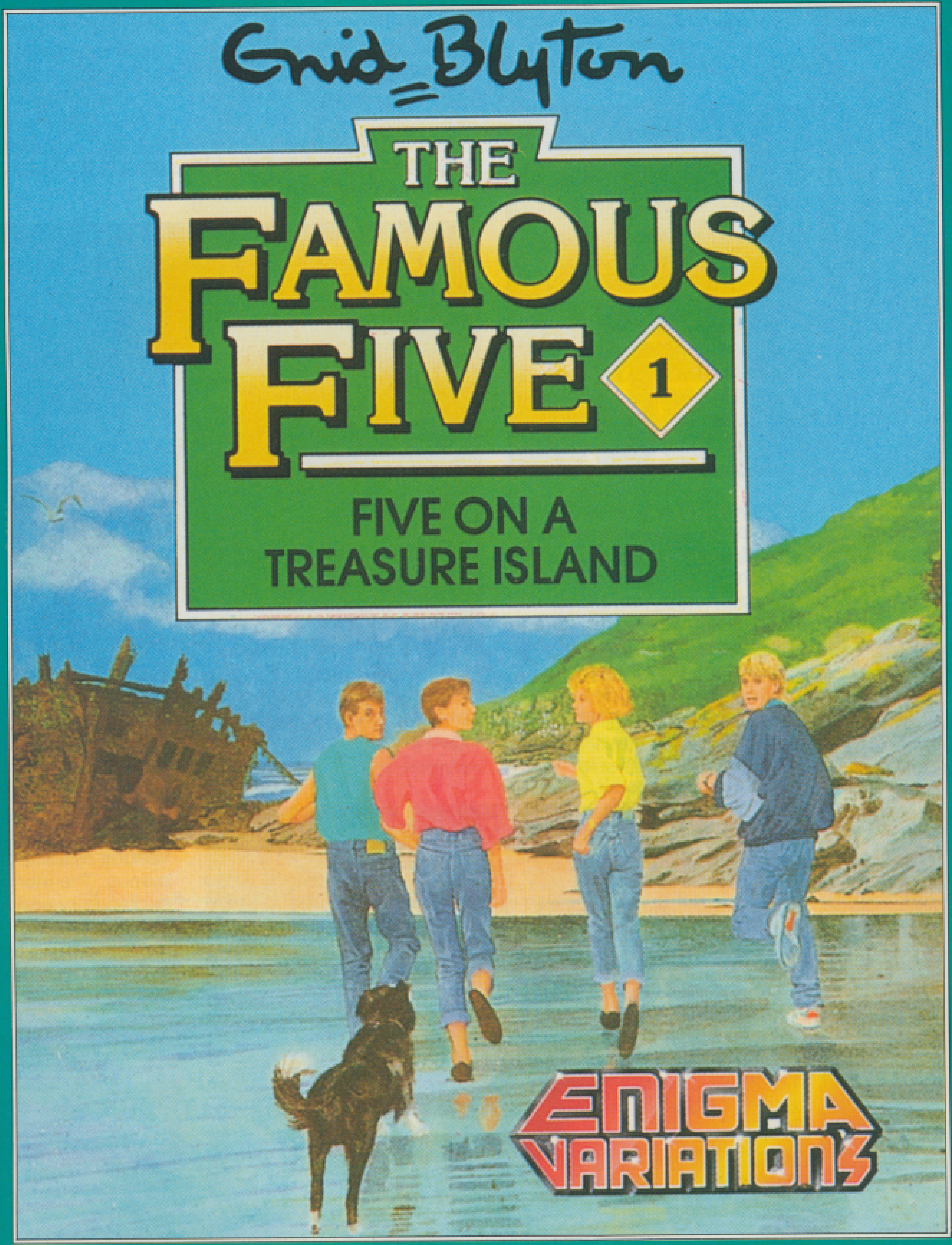
So, if you've got a problem with this issue's YC tape, don't send it to Madonna, send it to:

**YC Tape 20 Returns,**
**Stanley Precision Data Systems**
**Unit F, Cavendish Courtyard,**
**Sallow Road,**
**Weldon North Industrial Estate,**
**Corby,**
**Northants,**
**NN17 1JX**

(But make sure you've checked your Datacorder with some other games and tried adjusting your tape heads before you send any 'dodgy' tapes back. Thank you.)

* Don't quote us on this!

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# OOZIN' EUGENE'S SCUM OF THE EARTH



I was quite surprised when Eugene bounced into the office the other day and apologised for his 'irrational behaviour' last month. He then proceeded to kiss all the staff in turn and sing a rather odd song about the 'nicer things in life'.

Of course, appropriate authorities were called immediately and he was carted off, with no resistance, by the "men in white coats".

It was later discovered that someone had slipped something funny into his coffee, and after a vitamin injection and, a few hours rest, he was back to his normal self. Who ever was responsible, could they please give him a bit more next time?

## POKES

First of all this month, a selection of pokes from Russell Hough.

**720 Degrees**
Unlimited lives:
POKE 2398,173
Unlimited money POKE 11793,96
To start the game again type SYS 2128

**Chuckie Egg II**
Unlimited lives POKE 24577,1
With SYS 18698 to restart

**Great Giana Sisters**
Unlimited live POKE 8257,172
SYS 2098 to restart

**Karnov**
Unlimited lives POKE 32991,165
Unlimited time POKE 35884,165
SYS 32768 to restsrt

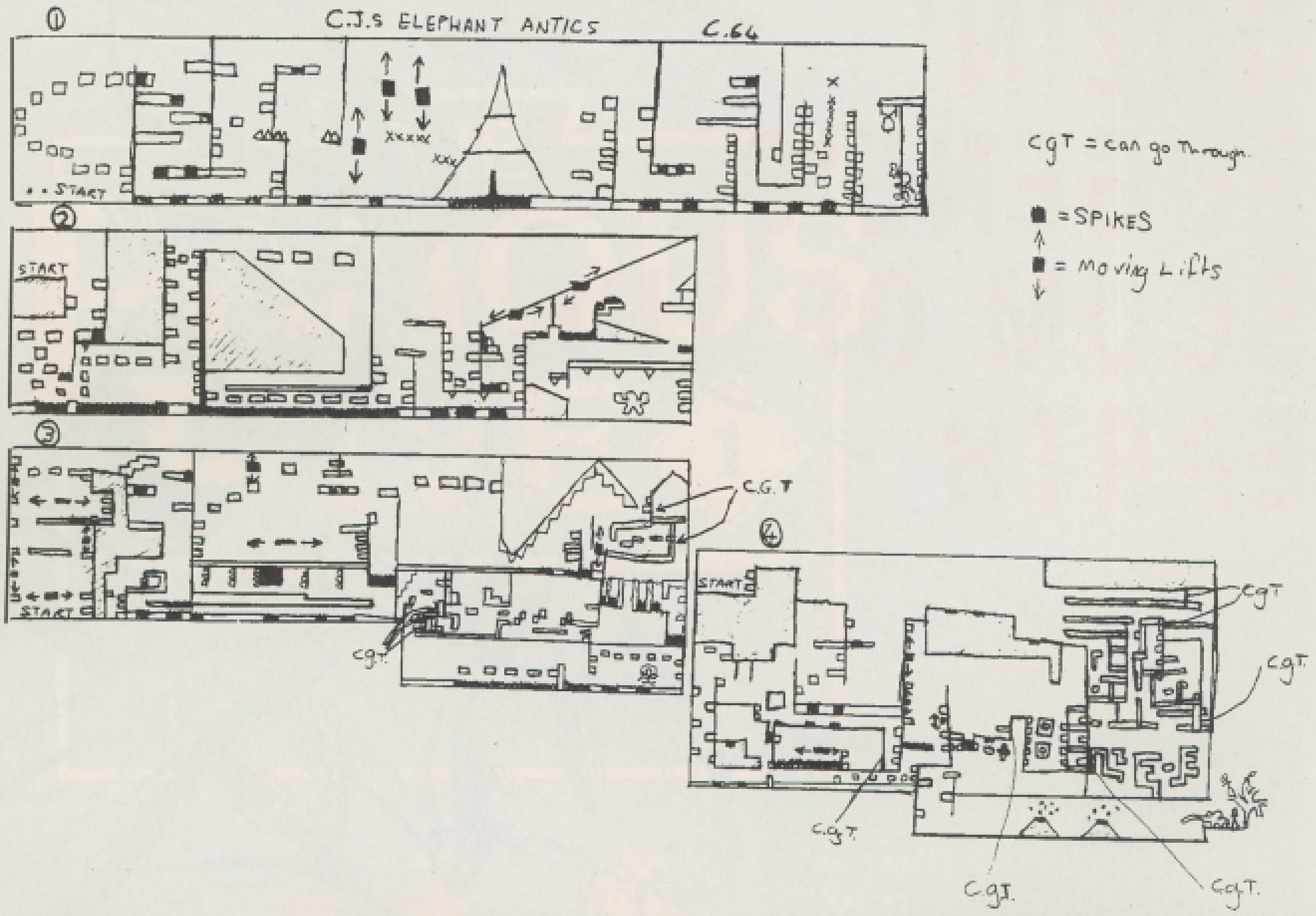
**Draconus**
Unlimited fire
POKE 5426,172
SYS 2058 to restart

All of these games need to be reset before the pokes can be entered These games, however do not have to be reset.

**Fighting soccer**
Shoot from the penalty spot to score every time.

**New Zealand Story.**
Press shift and left arrow key to skip levels. You will still have to kill the end of level baddies though.

Cheers Russell, 10 crispy funky chunky pounds is on it's way.




Now for the complete maps for **CJ'S ELEPHANT ANTICS** rather splendidly provided by Darren Diffy from Gosport.

I think that deserves a tenner aswell, thank you very much Darren!

By the way, to cheat on this game, type "HAIRY ARSE HOLES"

## COVER GAMES

**RESCUE**, press ,.? and the shift key to advance a level.

**MIND GAMES**, press runstop, shift and push the joystick up and you can pass through the top of the screen, if you are surrounded by aliens.

**DIP DIVER**, type POKE 12989,165 to stop the back grounds from killing you.

Thanks to Alex McCann for most of those.

# MEGA-FIENDS FROM HELL

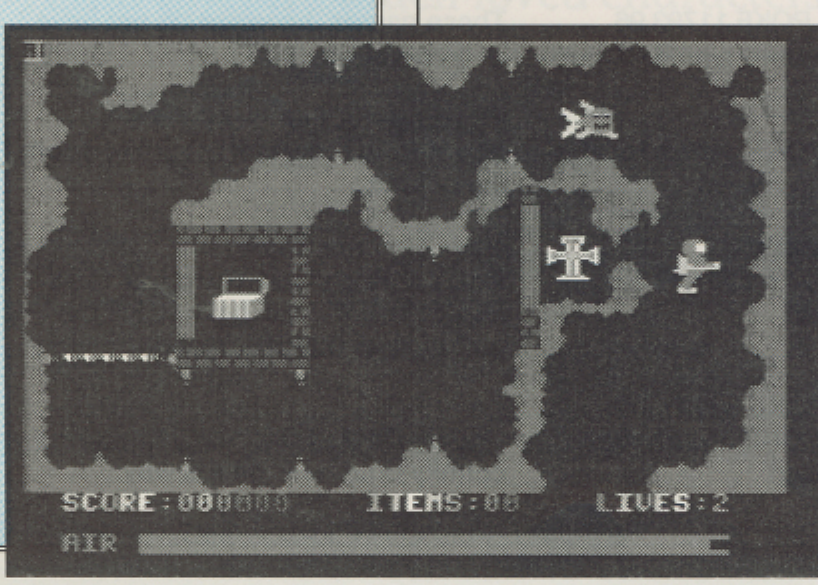
Rory 'Retrograde' Stamp
Scored 51645 on **Cyberdine Warrior**

Conor O'Shea
Scored 500637 and completed **Dragon Breed**
Completed **Double Dragon** scoring 72345
Completed **Gazza II**.

Alan Morgan of Limerick sends in a few high scores and challenges anyone to beat them.

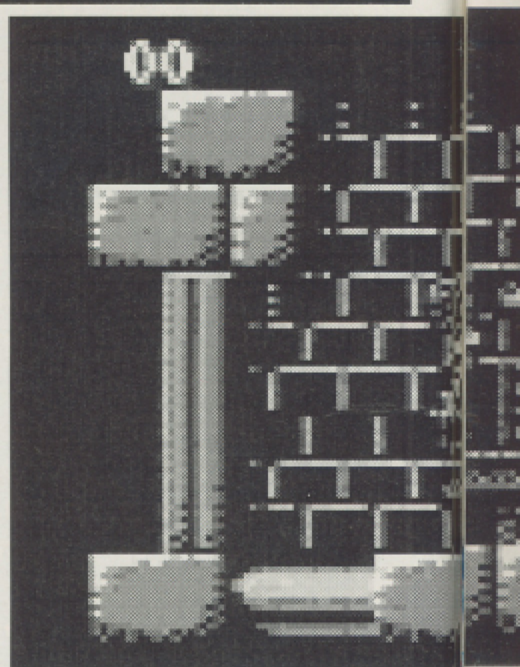
**EMLYN HUGHES INTERNATIONAL**
SOCCER 21-7 [skill level 10]
10-1 [skill level 10]

**NAVY SEALS**
92140 level 1-6




A cheat from Robert Atkin:

**JUDGE DREDD**
Hold down the keys KYLIE to get to the end of the present level.



A couple from Richard Maxwell,

**DIZZY**, POKE 15942,173 with SYS 8192, after resetting your computer, of course.

**GHOSTS AND GOBLINS**
POKE 2175,255 then SYS 2128 again after a reset.

Now for an Action Replay or Expert POKE from Ashley Robinson.

**CREATURES**
POKE 7328,173 for infinite lives.

### SOCCER BOSS

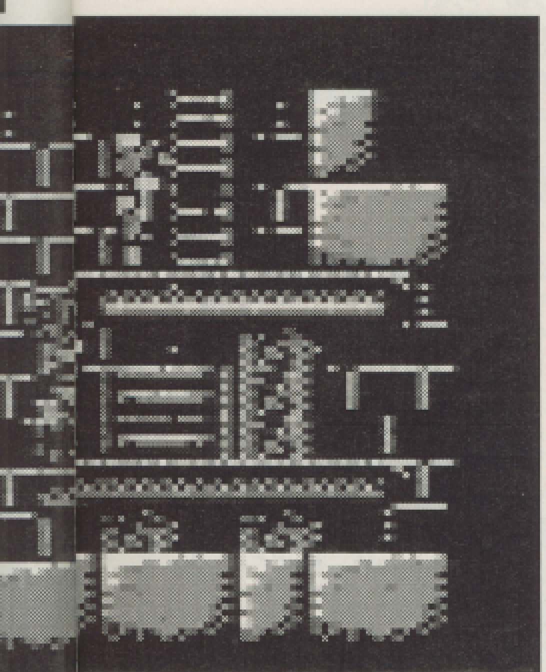
When you are on the main menu, go to the bank manager and ask him for "1000000000000000000000000" pounds (or there abouts) and you should be presented with ?OVERFLOW ERROR IN 3250. If this does not happen, add a few more zeros to the number. After the error, type:

```
1900 ME$="SPONSORS DONATE $10000000":CA=CA+10000000:GOTO8300
1910 ME$="OOZIN EUGENE GIVES 2000000":CA=CA+200000:GOTO8300
1920 ME$="EXECUTIVE BOX LEASED-10000000":CA=CA+10000000:GOTO8300
```

Press return after each line and when you've done, type RUN. You should now have enough cash to pretty much what you want.

Thanks to Neil Corcoran for those interesting tips.

**SWITCHBLADE**
You must get the top score on the high score table, and enter your name as "SLEEPY" followed by four spaces.



## *MORE YC COVER TAPE POKES:*

### SCORPION II

POKE 6375,96 for indestructability and use SYS 28000 to start the game

### DIP DIVER

POKE 12746,173 for infinite lives and SYS 12032 to start the game

Some hints, pokes and a map from Wesley Clarke in Australia who earns 15 quid (or "about 30 bucks") for his generous donations.

### SUPERCARS

Type in your name as Harvey to start on level two, and try ELLA for level three.

### HUNT FOR RED OCTOBER

Level1 POKE 2741,173
Level2 is too easy, apparently
Level3 POKE 2505,173
Level4 POKE 2741,173

### SUPER MONACO

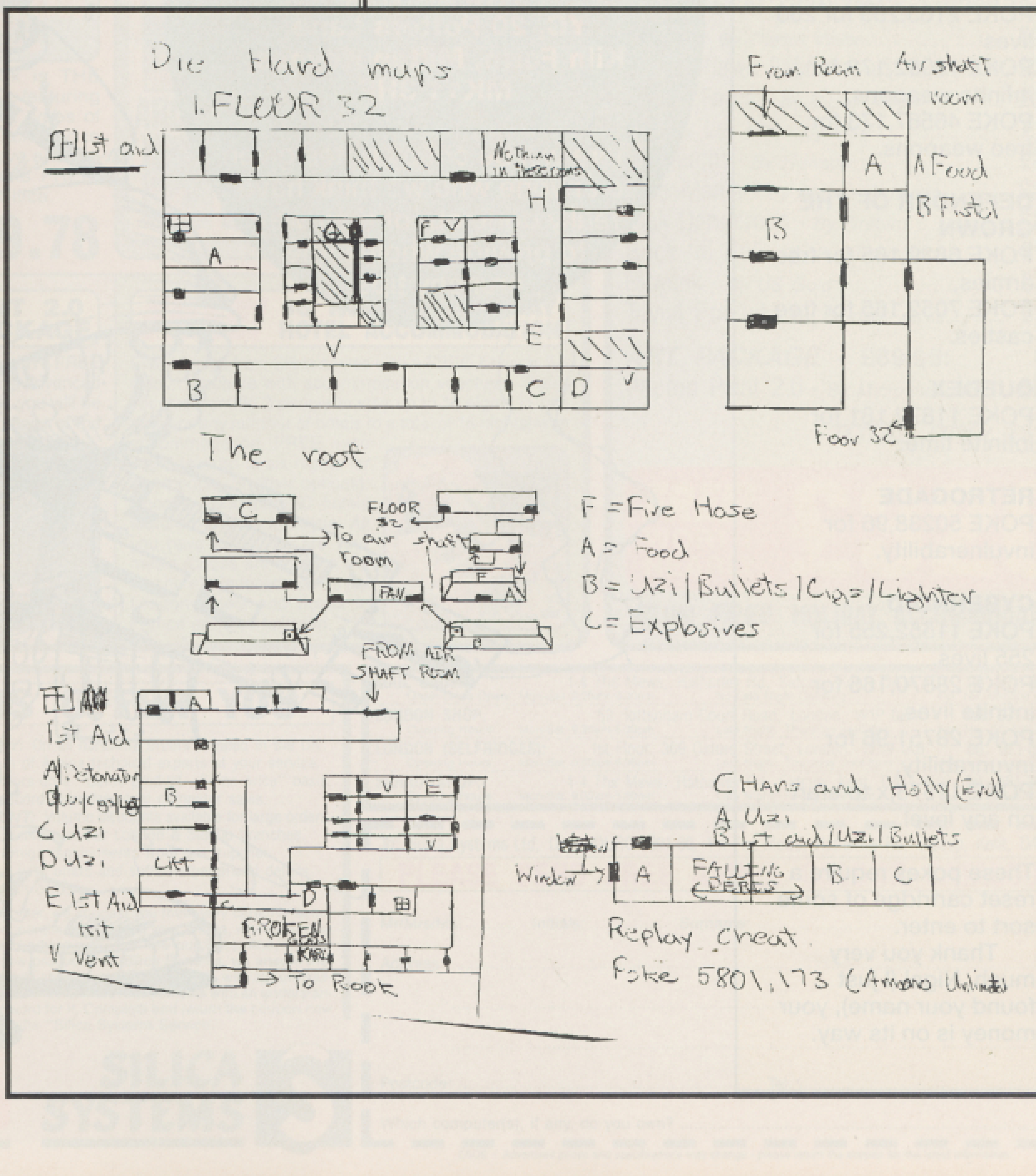
France; your car doesn't skid much at top speed, so don't be scared to put your foot down.

Brazil; the cars become faster and opponents hog the road. Be careful when trying to overtake.

Spain; this track contains a tunnel, stay central and hit the gas! Don't take the corners tightly, or you'll hit the side.

Monaco; this is a difficult track. Your car slides around a lot and the other cars go very fast. There is also a longer tunnel.

Finally a map of **DIE HARD**. A POKE to go with this, aswell, is POKE 5801,173 for unlimited amunition. Thank you very much Wesley, your cash is on it's way!



Here are some tips from our friends in Oz,. known as "Cyber Technologies". Thanks lads, or lasses, I think you deserve a crunchy ten pound note for your efforts, unless we can find any Australian money lying around.

First one for Adrian Sharp, who needed a cheat for **PREDATOR**.
POKE 5672,165 for infinite lives.
POKE 4019,165 for infinite ammo.

POKE 4189,169 for infinite grenades
POKE 7178,165 for infinite time.
They do not know how to kill the monster or lift the tree trunk, if anyone can help, please write in.

**MIDNIGHT RESISTANCE**
POKE 2165,255 for 255 lives
POKE 10092,173 for infinite weapons,
POKE 46567,173 for free weapons.

**DEFENDER OF THE CROWN**
POKE 6839,165 for free armies,
POKE 7052,165 for free castles.

**QUEDEX**
POKE 11872,181 for infinite time.

**RETROGADE**
POKE 50238,96 for invulnerability.

**CYBERNOID**
POKE 11552,255 for 255 lives,
POKE 28870,165 for infinite lives,
POKE 28751,96 for invunrability,
POKE 11573,x to start on any level.

These pokes require a reset cartridge of some sort to enter.
Thank you very much, Nigel (I just found your name), your money is on its way.

# WINGERS CORNER

Neil Corcoran would like some help with Last Ninja 1 and 2, Myth, Fantasy World dizzy and Monty On the Run.
Well, I can help on two of those. On Myth, press '?' and 'shift' to obtain most weapons. On Monty on the Run, type I WANT TO CHEAT in the high score table and pick up the boat on the second screen.

Rob Gray would like some help on Flimbo's Quest and Defender of the Crown.

Niel Masters would like a "Non-cartridge based" poke for Rainbow Islands

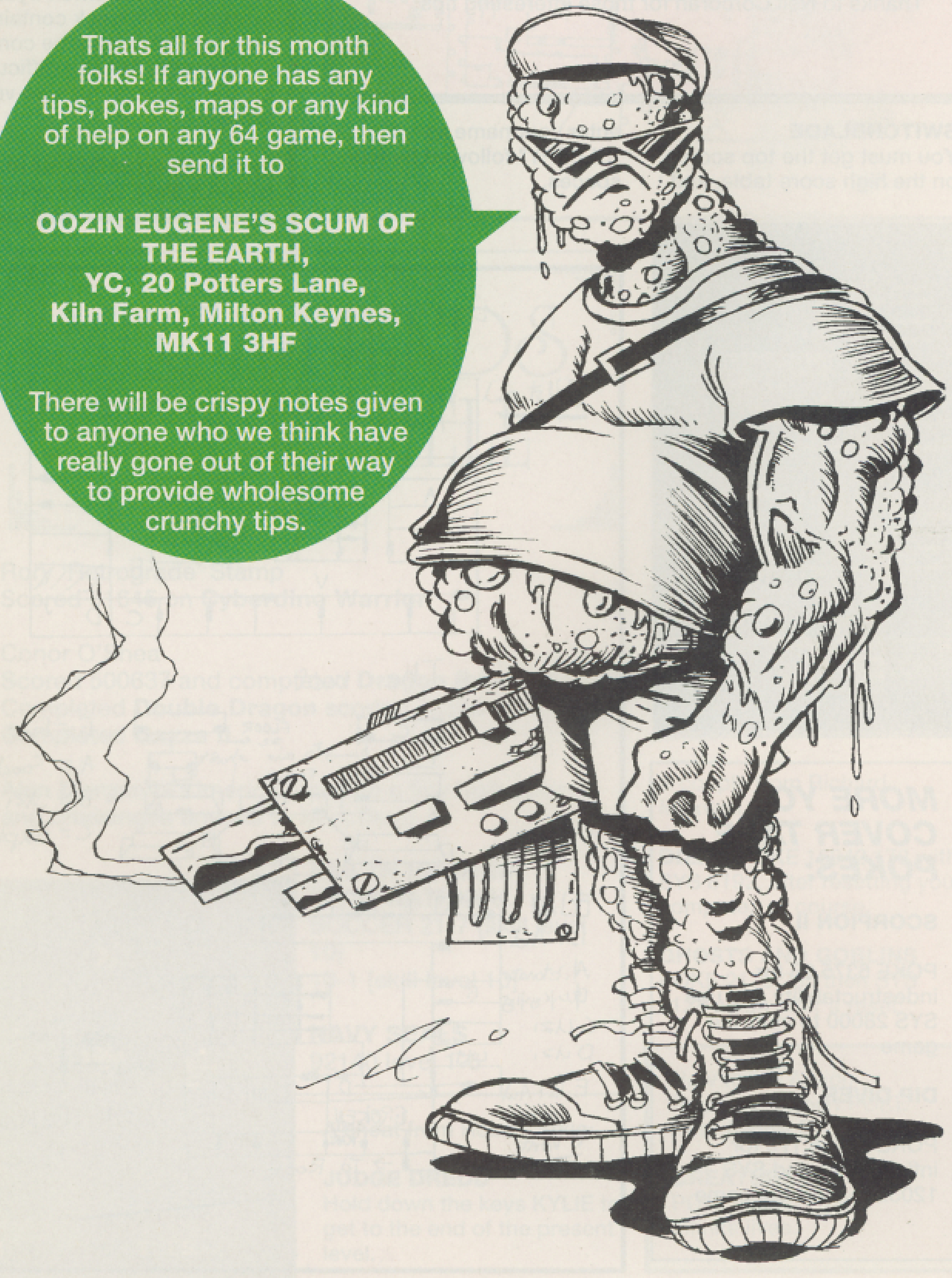
Lesley Hall would very much appreciate any help she can get on Interceptors "Tales of the Arabian Knights"

Mr S A Fiest requests any help he can get on anything at all. Mental or physical.

Thats all for this month folks! If anyone has any tips, pokes, maps or any kind of help on any 64 game, then send it to

**OOZIN EUGENE'S SCUM OF THE EARTH,
YC, 20 Potters Lane,
Kiln Farm, Milton Keynes,
MK11 3HF**

There will be crispy notes given to anyone who we think have really gone out of their way to provide wholesome crunchy tips.






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# THE YC HUMILIATION TOUR 1991 STAGE 1

# Ra Cha

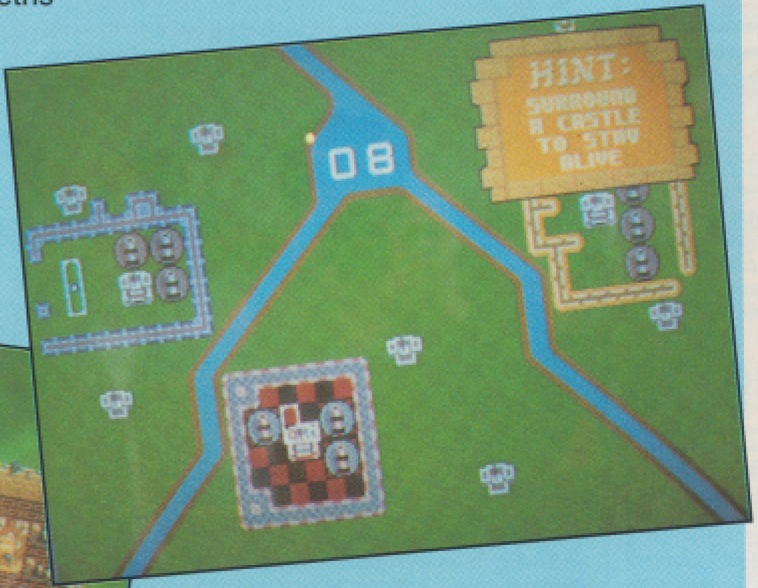
**Once upon a time the YC boys thought they were quite good at the old games malarky. Little did they know they were really absolutely crap, and after a bright executive thought up the challenge idea the lads were about to be educated. Rik Henderson reports about the team's embarrassing display. Jeff Davy takes the snappies.**

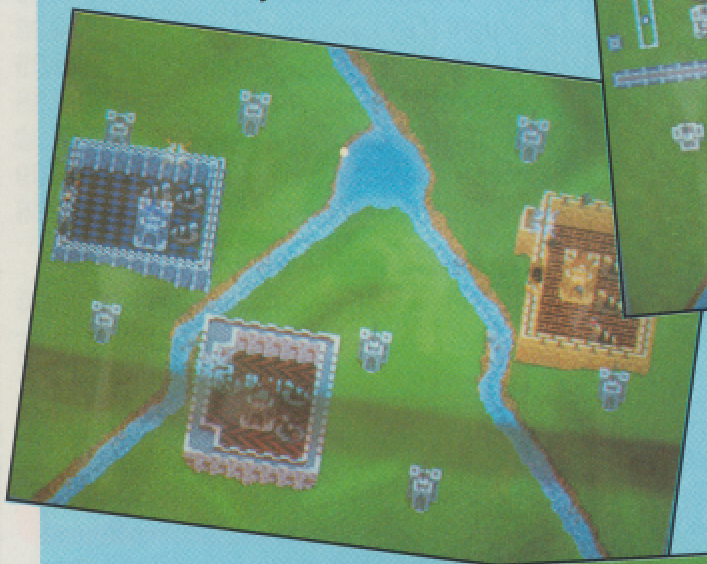
## THE GAME

Rampart is the name of the game, and it's not to be confused with a pretty poo-er effort released a few years ago called "Ramparts".

The new Tengen machine (one of the most recent acquisitions for Domark) is a corking cross between Missile Command (that old Atari coin-op where you have to control a track-ball and shoot lines that come down from the top of the screen) and Tetris (c'mon, do I really have to explain THAT game?).

What you have to do is build a castle wall around your castle base (the computer does this automatically at the start) and then place a number of cannons within your fortification.





Then you'll be attacked by invaders (either another player with the same limitations or a fleet of ships on one-player mode) who'll try to blast the smeg out of your walls, and you get to do the same to them by controlling a cursor with a track-ball (hence the Missile Command likeness).

After this time, the destruction is realised and you have a brief time to rebuild your wall by using Tetris style blocks that appear on the screen (simple, huh?).

If you don't manage to do so you lose a life or a credit, if you do you can even be adventurous and attempt to surround other castle bases and therefore give yourself loads more cannons.

The game is to be converted pretty accurately, but we'll have to wait 'til next year to see it on the home computer.

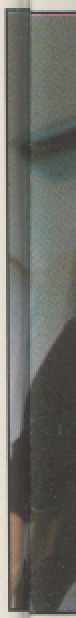
Booo!

## IN THE DOMARK CORNER

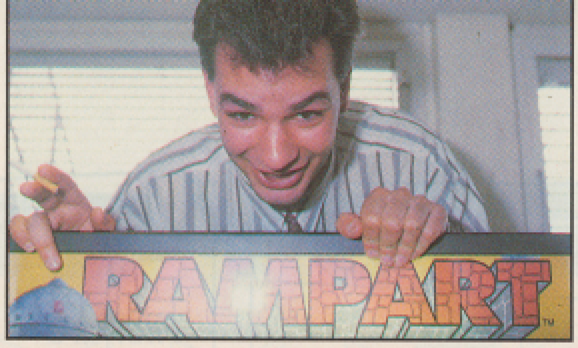
Weighing in at around 450lbs the Domark lads were looking forward to the sheer destruction they were to partake in.

They were all tipped as the favourites to come out of it as the victorious team, but Erol Ziya was their brightest hopet as the ultimate winner and Richard Browne was quite able to beat the best on his day.

The team (from left to right): Richard "Killer" Browne, Erol "Destroyer" Ziya, James "Pit Bull" McCormack.








# mpart llenge

## THE COMPETITORS





### IN THE YC CORNER

The YC team knew they were up against it at the start, mainly due to the fact that Jason had never played Rampart before, Jeff had only played it for about an hour at the Arcade trade show and Rik had come across it when he was at Domark last.

They were going to get a right stuffing and no mistake.

The team (from left to right): Jeff "Mincer" Davy, Rik "Flick-knife" Henderson, Jason "Bull Fighter" Miller.

## THE TOURNAMENT

The tournament was structured so it was one against one for the first rounds (as you can have up to three players in Rampart at any one time) and the three winners would meet in the final, and the three losers would meet in the consolation final.

The games themselves would continue until one of the players had outlasted his opponent(s) when they had run out of credits and must retire from the game.

Also taken into consideration was the fact that the YC team were all likely to be completely smegged and therefore go out in the first round, if they were each up against Domark opposition.

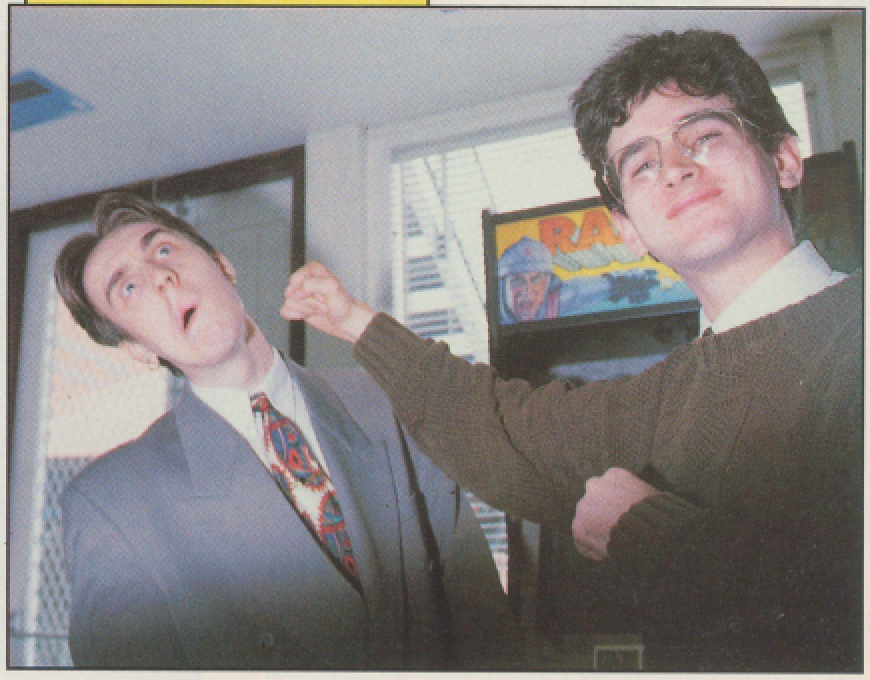
So all the names were drawn from a hat in order to give the journalist team a fairer chance.

## ROUND ONE

*James McCormack (Domark) vs. Rik Henderson (YC)*

James was the least experienced of the Domark team, and Rik was the most experienced of his side. Even still, he was crushed to a humiliating defeat and the hope now rested on Jeffrey's shoulders.








## ROUND TWO

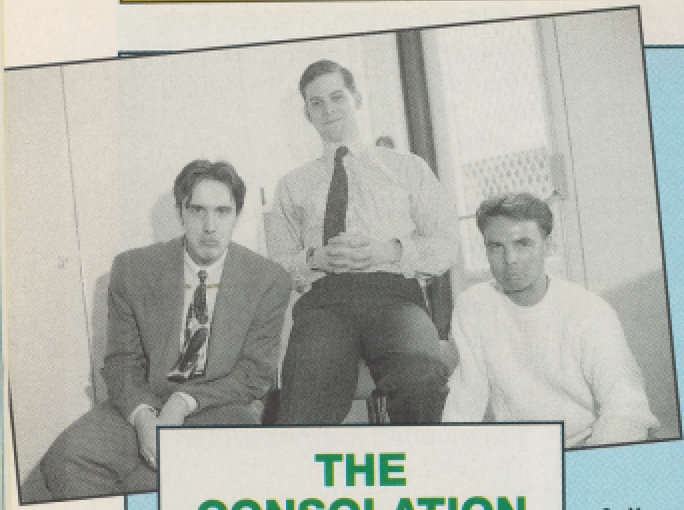
*Jeff Davy (YC) vs. Jason Miller (YC)*

Thanks to a flukey draw we were guaranteed of getting one of our own through to the final. From the start it always looked like it was going to be Jeff, and he cruised to a convincing win.

## ROUND THREE

*Richard Browne (Domark) vs. Erol Ziya (Domark)*

This was tie of the preliminary rounds, with both Richard and Erol being Rampart masters (what DO they do in their lunch breaks?). Erol managed to win in the end but only on points as Richard took him all the way.

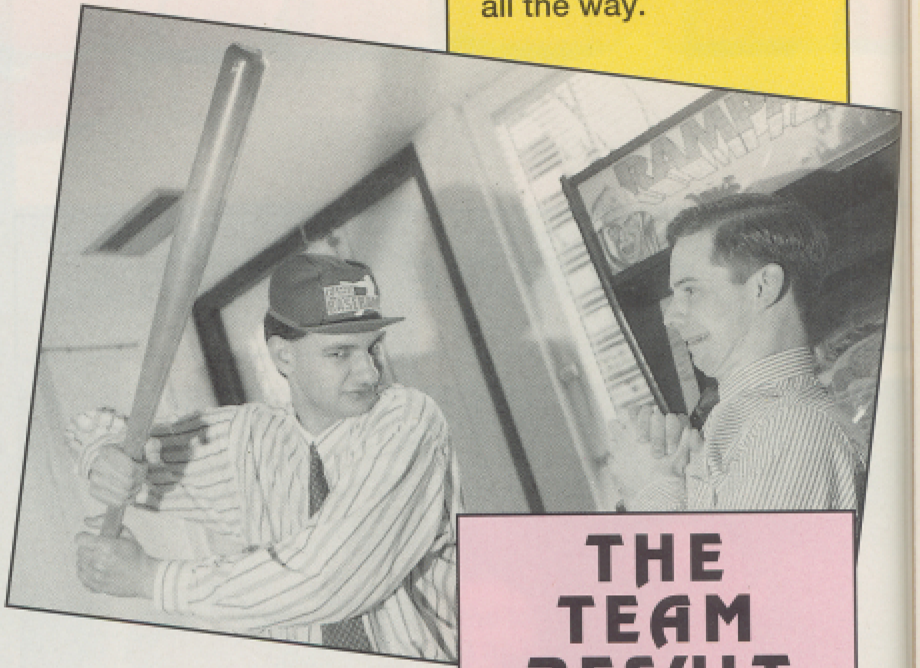


## THE CONSOLATION FINAL

*Rik Henderson vs. Jason Miller vs. Richard Browne*

With two of the magazine fellows, the plan was to gang up on the Domark chappie and wipe him out of the game first. Needless to say, it failed abysmally and Richard romped to a convincing win.

*First: Richard Browne*
*Second: Rik Henderson*
*Third (ie. last): Jason Miller*



## THE TEAM RESULT

To find out the team result we decided to award the winner of the final six points; the runner-up five points; etc. And this is what we came up with:-

**DOMARK - 13 points**
**YC - 8 points**

Which goes to shop that the YC team are quite convincingly crap, and Domark are rather splendid!!!



## THE GRANDE FINALE

*James McCormack vs. Jeff Davy vs. Erol Ziya*

The bookies decided to close up the shop as soon as the final line-up was made, and by rights too. Erol cruised easily to the first YC challenge trophy (er, a plastic cup), although there was a bit of a victory for the humiliated team for the fact that Jeff managed to knock James into third place and therefore take second place overall.

*First: Erol Ziya*
*Second: Jeff Davy*
*Third: James McCormack*

## NEXT ISSUE:

Next time the team come up against Storm, where we'll all be utterly humiliated at such arcade machines as Double Dragon III, Rodlands, Indy Heat and a couple of others! See ya then!!!

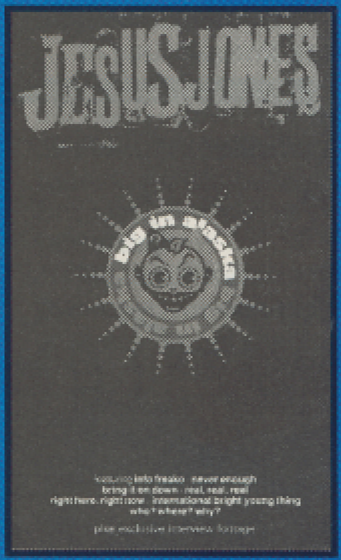
# THE YC GOODY BAG IV

Whence walking down the street t'other day, a large man approached me and asked if I could handle a sound punishment. When I enquired into the origins of his question, he replied:

"My kid nearly had a bleedin' 'eart-attack last month thanks to your 'overly generous' Goody Bag. Tone it down boy, or I'll really sort you out".

So this month, to avoid death and mayhem in the streets, we are down to one page. This doesn't stop us from giving away even better prizes than ever, though!

Besides, I didn't know his kid suffered from "crunchy" cholesteroled arteries.




## 5 JESUS JONES VIDEOS

If you appreciate this "I can't stop dancing and by gummy don't these chocolate mice taste really nice" band, then you won't want to miss out on this opportunity of owning your own "Jesus Jones playing live in my room" videos (as reviewed in 'Big Thrills'). All you have to do is write "Jesus Jones video" on your postcard.

## 5 RAINBOW ARTS T-SHIRTS

These cleverly-designed sheets of cotton can be placed over the top half of your body and compliment a lovely pair of green cords really well. They also say "Rainbow Arts" (undoubtedly) and make you feel good when the sun comes out. They can be worn on all occasions, at parties or down the pub, on the beach, at weddings and even at work (We've done this bit before. Ed).

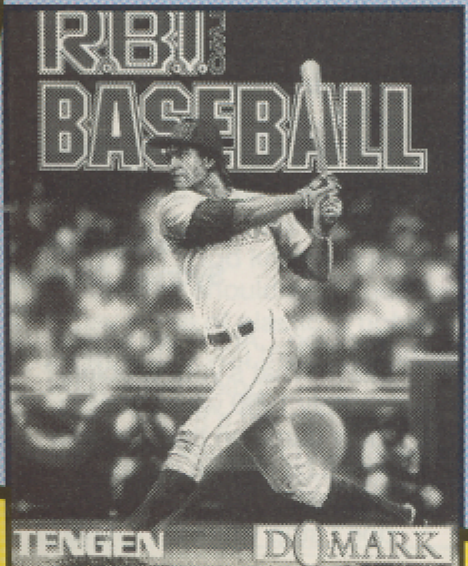
They should be washed at medium temperature in a coloured wash, and drip dried and stretched back to original shape whilst damp, probably.

Rainbow Arts



## 5 MOCK TURTLES LP'S

Straight out of Alice in Wonderland, these curious creatures of corrupt creativeness could transform your bedroom into a spectacular floorshow of mooching bods. On the other hand, you could listen to it at a friend's house, or at a party, or in your car, or whilst your peeling the potatoes or digging the garden (Can you dig it? Ho, ho! Ed). This highly versatile album could be listened to just about anywhere, and if that appeals, just write MOCK TURTLES LP on your postcard and send it to us.




## 5 RBI2 BASEBALL CAPS

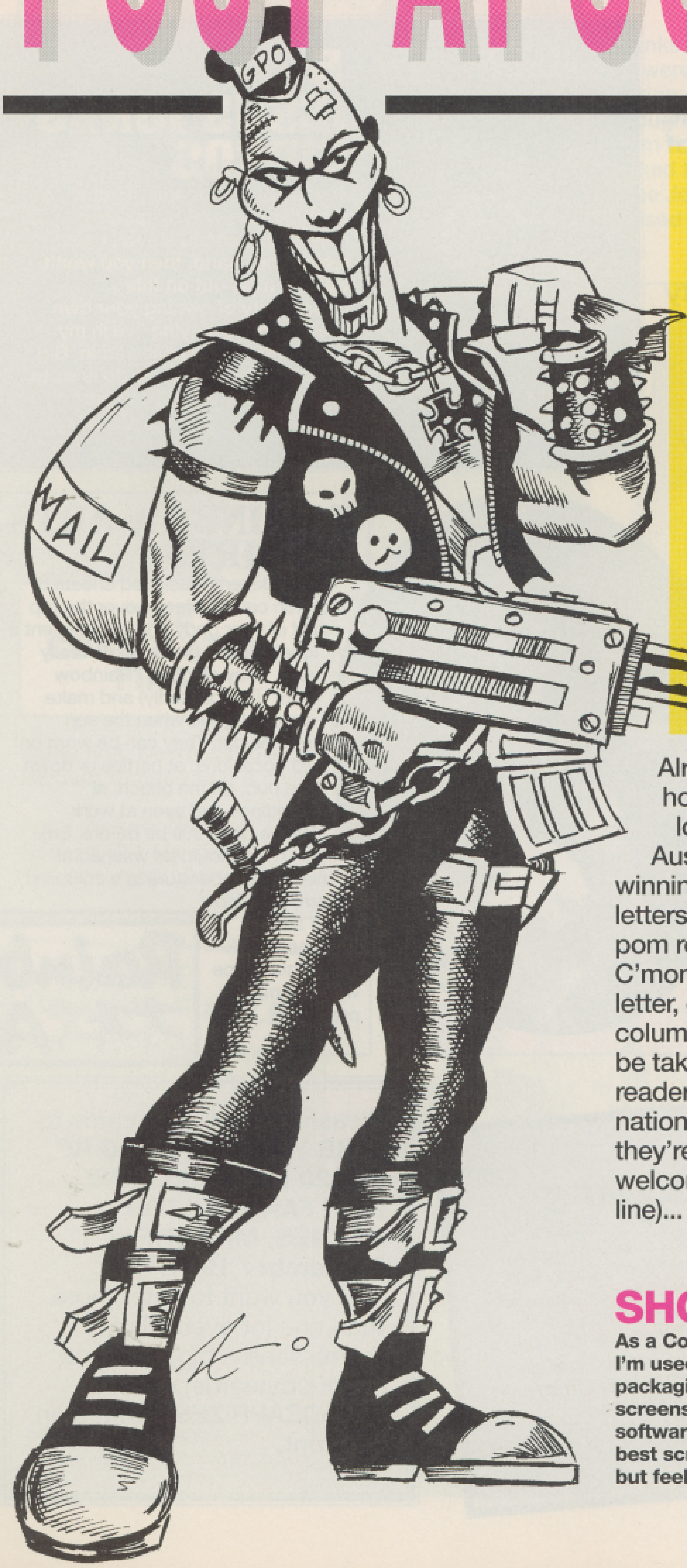
If the idea of doing EMF impressions by wearing one of these backwards seems like a good thing, then you're pretty sad really. Why? Because they say "Domark" on them. They are still pretty cool items of clothing though and would go well with your Rainbow Arts T-Shirt and look good whilst dancing to Jesus Jones. They can be worn pretty much anywhere.

Write "BASEBALL CAP" on yer card.

Please send all your cards to **"THE YC GOODY BAG IV", YC, 20 POTTERS LANE, KILN FARN, MILTON KEYNES, MKII 3HF** by **1 September 1991**.

If you want to enter more than one (or even all of them), send a big envelope full of postcards, with "LOADSAPRIZES" written on the front.

# POST APOCALYPSE




It's time for the column with huge amounts of letters, sarcasm, and blood. The satanic rituals are over, and Posty has other things on his mind! So pull up a stool, get yourself a pint of lemonade, and sit down for the ride of your life... Post Apocalypse is in session.

If you've got something to say about YC, or any other subject (teenage angst, etc.) write to: **POST APOCALYPSE, YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.**

Alright mates, how'ya doing? It looks as if the Aussie readers are winning the battle of the letters - what are you pom readers doing? C'mon and write us a letter, or else the column will eventually be taken over by readers from other nations (although they're more than welcome to drop me a line)...

## SHOT-EM-UP

**As a Commodore 64 owner, I'm used to looking at a game packaging and seeing Amiga screenshots. I expect software houses to show the best screens of their games, but feel that they should specify the format or show screenshots from each version (which is what Krisalis did with Man. Utd.).**

**I was very angry with US Gold (although they are not certainly not the only guilty party) after buying a copy of "Italy 1990". On the packaging some outstanding screenshots were shown, so I took them to be Amiga specimens, but still expected to see a 3D soccer game on the 64, even if it wasn't as good. When I loaded the game I was astonished to see an overhead view of the pitch, and no sign of a referee or crowd. It looked like a completely different game.**

**Maciej Gondek,**
**Sydney, Australia**

**PA:** Ooo... Aren't we touchy then? What's your problem?

Italy 1990 was a superb footy game on the C64, and was a bit naff on the more-expensive Amiga - so if you don't stop whining I'll have to

come round and give you a good going over.

To be honest the only thing software publishers should print on the packaging of all their games are pictures of dead bunny rabbits - that'd stop this cruddy cute-em-up trend!

## BUDGET PLAN

**How are you doing? I'm doing just fine. I got a C64 for Christmas, so I'm getting your cool YC mag.**

**I've got a question for you though: What are your three best budget games? Mine are Last Ninja, Barbarian 2 and Paperboy.**

**Jon Sugden, Northumberland**

**PS. I think your free tapes are great!**

**PA:** What'ya mean "How are you doing?" Doing what?

You're mighty confused, my good fellow, but I'll put you straight about budget games. It really depends on what your budget is, to determine what a budget game is.
For instance, with what YC pays me I could just about afford a packet of cards, whereas Jeff (the editor of this fine magazine) gets he-uge wages - so the computer program that concocted the 'Operation Desert Storm' affair would be his fave budget game (you should see what his 'full-price' collection contains).

## THE LAND OF OZ

**Just a thank you for your terrific mag. I buy it each month, although home in Australia we are three months behind.**

**In your November issue you offered a free tape and although I never got that mag 'til February I sent for the free tape never expecting to get it. But wow, it came in the mail yesterday!**

**So, once more, a big, big thank you for caring about your readers in Australia.**

**Jeanette Downie, N.S.W., Australia**

**PA:** Not only do we care about you antipodean peeps, but we watch all your cultural programmes! Neighbours, Home and Away and Prisoner of Cell Block H are truly splendid, and the acting is as good as any Shakespearian production (what do you mean life over there's not like that?)

## YANK 'EM OFF

**I've just read 'YC' for the first time and I have to say, what a fabulous magazine it is too! It certainly kicks the others into touch (whatever that means).**

**Anyway, as I'm jetting off to the good old U.S. of A. soon, I was wondering if you could advise me if I should buy any games from there, as I'm not sure if they'll work over here? Please help!**

**Also, could you please tell me just how long your reviewers spend playing a game before they get down to writing a review? Do they try to complete the game or only play the first few levels?**

**I say this because the marks for 'half life' are not too accurate for some games, i.e. Mighty Bombjack - which got a bit boring after a few days.**

**Hussain Choudhury, Luton**

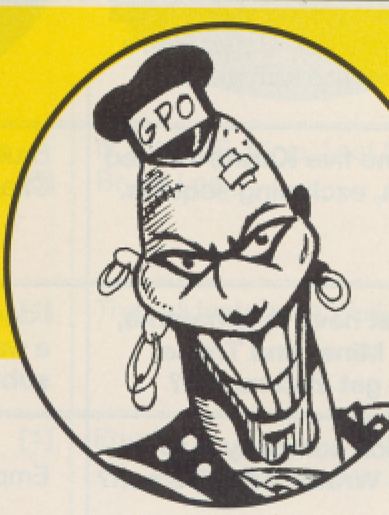
**PA:** Games sold in the U.S. of A. are just the same as over here, but you'll probably have a problem in finding a software shop that sells C64 stuff. The PC is the popular computer over there, and absolutely nobody owns a cassette deck.

And the amount of time a reviewer spends on a game varies, depending on the reviewer and how good the game is. If a game is crap it might not last too long before landing in the bin (look at Kenny Dalglish Soccer Match - although Rik kept that for humour value).

Also, Rik has far more tolerance, and will try to finish even the hardest games (even though he's totally crap at them), whereas Jeff and Jason can spot a naff game from miles away and won't bother too much if they know everybody's gonna agree with them.

By the way, Mighty Bombjack was skill!

# LETTA OF DA MUNF




## A GOOD GRILLING

**I'd like to ask you a few questions:**

**1) Will there be any wrestling games coming out for the C64, like Main Event or WWF Superstars?**

**2) Why don't Nintendo bring out any of their games on other computers? They would make stacks of dosh if they released 'Mario Bros' or 'Zelda', to name just two.**

**3) Why don't you put a cover on your tape? Commodore Format and Z**p manage to do it and they only add a measly 25p to their price.**

**4) Is Last Ninja 3 really as good as you said? You gave it 100%.**

**Phil "The Master" Morton, Rotherham**

**PS. Could you print a list of all the teams' highest scores on Barbarian? Mine is 17,500. Is that good?**
**PPS. Keep up the good work!**

PA: I suppose I'd better answer your queries:

1). Yes! Ocean's just announced the forthcoming release of WWF Superstars for the Commie - see Data for more details. I'd like to know if anybody's ever gonna release a game about furry creature-hunting!

2). Nintendo wouldn't dare release such a hot product on our computer. Most people buy a Nintendo so they can play games like Super Mario Bros, so it'd be stupid to sell a game for fifteen quid when they're theoretically selling it for eighty! Not only that but they really don't need the dosh, they are expecting to have sold over 25 million Gameboys worldwide by the end of '91. God knows how many of the regular consoles they'll have sold.

3). Why should we expect you to cough up an extra 25p for a cover for the tape when a flimsy piece of plastic is not worth it. Just think about it, you could buy a Mars bar for that. What would you think if we stuck a free Mars bar to the cover aswell - 'cause in theory that's what we're doing!

4). Yep! It's the naughty bits that dangle between a dog's legs!

By the way, our highest scores on Barbarian are so crap that you could add them all together on one hand (if you've got about 10,000 fingers). So your score's quite good really!

# COMPUTER BO

*(aka "A Clash of the Titans: A Meeting f*

The

**It's here at last – it's the bonafide final. . The part of this epic competition that you've undoubtedly all been waiting for! It's the end! Six of the most trivia-minded industry bods clash at last!**

*(The setting is a bright, glitzy and ever-so-slightly tasteless TV studio. Standing at the front of the stage is a compere, grinning from ear to ear and wearing a spangly suit. He begins to speak...)*

Hi viewers, in case you've forgotten, for the last four months we've been grilling various sections of the computer games industry on their software trivia knowledge.

In the first round it was PR people, in the second it was programmers, in the third YC peeps got a bash and in the fourth, last month, managing directors were the target of our attentions.

So, waiting behind me, there are four proper finalists and, since we need six contestants, we also have two (almost) deserving runners-up from previous rounds to swell the numbers, er, to make it more interesting.

Everyone who's taken part will get a certificate, whilst the winner will get, er, an even better certificate, with "winner" written on it in green crayon, and a plastic cup that says "Computer Boffo Champion" on it, in smudged black felt-tip pen. Remember, this is satellite TV and our budget is small!

But without further ado, let's... meet the contestants!

*(Massive audience cheers)*

### THE CONTESTANTS:

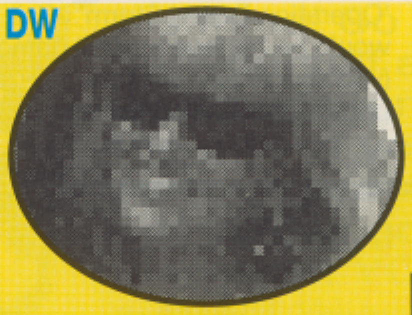
**Danielle Woodyatt (US Gold):**
"I don't think I'm going to win!" says Danielle, US Gold's PR Supremo (responsible for more blurred celebrations than any other company), "But if I win I'll wear something black from my wardrobe, I'm not going to walk around with a paper crown on!" She'd be listening to 'Miranda Sex Garden', a strange blend of pop and Medieaval music. Odd, huh?!

**Joe Bonar (Probe):**
Mr Bonar works for Probe, the most completely hatstand programming house around. "If I win, I'll indulge a certain amount of time drinking everything out of the cup and I shall wear my prizewinners T-Shirt and some shoes" he says. And would he like to work with children?: "I do like children - but I couldn't eat a whole one." Er... Thank you, Joe.

**Jeff Davy (YC):**
The incredibly well-hung (as in 'he should be bally well hung') editor of this fine organ - "It may be small, but it's what you do with it" - would really, really, really like to win! If he did, he would, "go on a holiday to Australia and surf & sunbathe with Kylie Minogue", although we think that Dame Edna Everage is more his style. He'd also listen "to all my Abba albums", and "wear very loud flourescent surfing shorts and a T-Shirt with 'YC - Better than a slap in the face with a wet kipper, and a lot less fishy' on the front". Yep, readers, he seems to have mislaid his trolley.

**Bernard Dugdale (Elite):**
Bernard is our MD champ from the last issue and, having got over the celebrations from July's victory says that: "If I win, I'll have several more pints of Marsden's Pedigree at my local." He continues: "I shall don

DW



JB



| | DW | JB |
|---|---|---|
| **1. Name five Karate-related games, excluding sequels.** | Bruce Lee, Last Ninja, Karate Champ, WOTEF, IK. [5] | Karateka, IK ("of course"), WOTEF, Bruce Lee ("a bloody classic game, that is!"), Last Ninja. [5] |
| **2. What have Pyjamarama, China Miner and Trollie Wallie got in common?** | I don't know, I'll just have to be a wally **(Unintentional or subtle?)** [1/2] | It's Wally, isn't it! [1] |
| **3. Which company is to releas Wrath of the Demon?** | Empire [1] | Readysoft/Empire [1] |
| **4. Who is Mel Croucher?** | He's a cynical journo & help-liner [1] | He's a person with a magazine on the phone and a moustache, that last bit's important! [1] |
| **5. Which company has most of the Bond game licences?** | Domark [1] | Domark [1] |
| **6. How many 64's have been sold worldwide?** | 5-8m [0] | A million-and-something, 5 million, er, 1.2 million? [0] |
| **7. What does 'Exclusive Or' do?** | It's a command, 1/0=1, 0/1=1, 0/0=0, 1/1=1. [1] | It changes the state of bits, it flips them. (Close enough!) [1] |
| **8. Which game did Laurence Van Der Dokk write, about a year-and-a-half ago?** | (Little clue!) Flimbo's Quest! [1] | (Rings Dutch programmers) Flimbo's Quest! [1] |
| **9. Who is YC's programmer-on-a-string?** | Richard somebody, er, Taylor! [1] | (24 hours later, and we're not kidding!) Richard Taylor! [1] |
| **10. Which band haven't got a computer game about them but releases the singles "Never Enough" and "Boys don't Cry"?** | The Cure [1] | The Cure [1] |

# OFFO OF THE YEAR 1991

*ng (f Intellects The Like of Which Has Ne'er Been Seen Before")*

## e Final!!

my Famous Five shjorts which make me look frightfully mature, just like Julian. I'd listen to 'Lovely day' by Bill Withers, after all it's summer, I'd be in my shorts and I'd be on the way to the pub!" Excellent!

**Rik Henderson (YC/Your Amiga):** Fresh from putting together a "1970's Spesh" for YA, Rik declares: "If I beat everyone, I'll share my winnings with Oxfam and fly to Sweden in a small walnut shell called Gerald. I'll wear a suit of purely synthetic fibres to avoid chapping." and adds: "Have you seen my funny hayfever tablets?" before passing out.

**Mike Clark (Code Masters):** Mike was a runner-up in the first round but is planning a real assault this time. He says that if he wins: "I'd like to sail around the word and meet lots of people, especially buyers from major chain stores so they can purchase lots of Code Masters products in order to, er, er, bring about world peace!" He says he'll be listening to his "Dougal and the Blue Cat" record if he's the champ. We feel we ought to mention that he has bribed us with £25 and a Smarties Easter-egg. Nice man!

JD



BD



RH



MC



| JD | BD | RH | MC |
|---|---|---|---|
| IK, WOTEF, Yie Ar Kung Fu, Ninja Master, Bruce Lee [5] | WOTEF, IK, Karateka, Bruce Lee, Last Ninja [5] | IK, WOTEF, Ninja, Last Ninja, Bruce Lee [5] | IK, WOTEF, Kendo Warrior, Kung-Fu Master, Kung Fu [5] |
| They all have 'Wallie' in them! [1] | They all star Wallies [1] | They all featured a Wally [1] | Characters called Wally [1] |
| Empire [1] | Readysoft/Empire [1] | Empire [1] | (Looks it up) Er... Empire! [1] |
| He's a pundit [1] | A slightly balding, acerbic, industry veteran [1] | Industry God! Inventor of Pimania and he wrote a book with Graeme Garden [1] | He's a balding, genial cult, does anything for money and he's deeper than the Marianus Trench [1] |
| Domark [1] | Domark [1] | Domark [1] | Domark [1] |
| 1.5m? [0] | A shade over 15m (Dam close!) [1] | 1.5m [0] | 8m [0] |
| It inverts the lot! (Close enough!) [1] | A binary function that helps prevent attribute problems (For a practical answer) [1] | It flips them! [1] | If your two input bits are different then the answer is true, if they're the same, then false [1] |
| (After much prompting) Flimbo's Quest [1] | Flimbo's Quest (after a massive clue!) [1] | System 3's dodgy Dutch programmer, he wrote Flimbo's Quest [1] | Flimbo's Quest [1] |
| Richard Taylor. Hurrah! [1] | Richard Taylor [1] | Er... You! (To Richard Taylor) [1] | Richard Taylor [1] |
| The Cure, of course! [1] | The Cure [1] | The Cure [1] | The Cure [1] |

# COMPUTER BOFFO OF THE YEAR 1991

## How They Got to the Final

### ROUND 1: PR-TYPES

Danielle Woodyatt (US Gold)

*beat:*

Mike Clark (Code Masters)
Daniel Marchant (Storm)
Nicki Hemmings (Rainbow Arts)
Tammy Lock (Domark)
Cathy Campo (Mirrorsoft)

Danielle won by a half-mark gained by out-smarting the YC compere on a question about Out Run Europa. Mike Clark later said "I wuz robbed!"

### ROUND 3: THE YC STAFF

Jeff Davy

*beat:*

Rik Henderson
Beverly Gardner
Paul Eves
Paul Rigby
Post Apocalypse

Rik still reckons that this one was a fix, 'cos Jeff's the Editor and he won by just 1/2 a point. Says Jeff: "It's a lie!", although some contestants claim he was later seen passing money to the compere behind the fax machine.

### ROUND 2: PROGRAMMING-PEEPS

Joe Bonar (Probe)

*beat:*

Carl Muller (Freelance)
Stan Schembri (System 3)
Bobby Earle (Ocean)
Richard Taylor (Freelance/YC)
Jason Page (Graftgold)

The Probe 'team' cheated terribly by phoning YC on our other line to ask Rik the answers! So we gave them the point in question, and they won!

### ROUND 4: MANAGING DIRECTORS

Bernard Dugdale (Elite)

*beat:*

David Darling (Code Masters)
Geoff Brown (US Gold)
Tony Kavanagh (Krisalis)
Dominic and Mark (Domark)
Henri Coron (Infogrames)

This was a very close heat, there was just half a point in it but Bernard Dugdale just snatched it by scoring full marks!

### YES! IT'S THOSE CHEEKY GITS AT PROBE, AGAIN!

You may remember that the last time Probe didn't know a Boffo answer, they rang Rik and ASKED him! This time, to find out the name of our programmer-on-a-string, a member of Probe rang Paul Crowder, YC's Sales and Marketing bod, and pretended to be Stuart Dinsey (the editor of CTW, the computer games world's trade newspaper) to get the answer. And they would have got away with it too (as they used to say at the end of 'Scooby Doo', if it hadn't been for those meddling kids - in this case, Rik and Jeff blew the whistle and Probe didn't find out the answer from us!

They also rang us a day later with their answer to that AND their answer to the 64 question which they got from CBM themselves! Cheeky gets! No points!

### THE POINTS:

Danielle Woodyat (US GOLD) 13
Joe Bonar (PROBE) 13
Jeff Davy (YC) 13
Rik Henderson (YA) 13
Mike Clark (CODEMASTERS) 13 1/2
(an extra half for offering us the smarties egg!! Thanks Mike, but we just couldn't give you the extra 1 1/2!!)

But the overall Boffo Winner is!

**Bernard Dugdale (ELITE) 14**

His prize is on its way!

We salute him, no-one nows as much computer trivia as he does, he's the new champion for 1991

### THE ANSWERS:

1. Way of the Exploding Fist, International Karate, Last Ninja, Yie Ar Kung Fu... There's loads of the damn things! It's one of the most popular game genres ever!
2. They all star a character called "Wally".
3. Empire. It's going to be on cartridge in September and, with any luck, reviewed in the next issue or the one after.
4. Mel Croucher is a revered figure in the computer industry. He formed a company called Automata and wrote a classic game called "Pimania" which offered a Golden Sundial to the person who could follow the clues to where it was REALLY buried! He also wrote "Deus Ex Machina" which was a game accompanied by a soundtrack tape full of celebrities which you played while you went through the game. He describes himself as "a balding, genial cult", and who are we to disagree. Basically, he's a god, or at least a minor deity.
5. Domark, natch. Although they probably won't be doing more.
6. Our reckoning (and this is also according to Commodore) is about 14 million. What a lot of C64's!
7. 'Exclusive Or' is a very dull programming routine, as anyone who's ever sat a Computer Science A-Level will know. Basically, it's too dull to go into here, but Mike Clark got it right!
8. Flimbo's Quest. And we hear he's working on a sequel at the moment. This game was demoed, you may recall, on a YC cover tape which you can still get (see our tape offer page!)
9. Richard Taylor. He also wrote this issue's Boffo questions. What a coincidence that this question should appear, eh?
10. The Cure. Here at YC we rather like them (could you have guessed?)

### COMING SOON!

Computer Boffo is over (for this year) but look out for future challenges from YC. Over the next few months we plan to take on programmers, PR Officers, and the like, at things like Paintballing, Go-Karting and anything else we can think of, aswell as going on our now-regular "YC Humiliation Tour", where we get soundly thrashed at the arcade games that are being converted by the companies we challenge. All this and more in the future...

***CAST OF CHARACTERS:***
- ***MAN***
- ***PHANTOM CLUB COMEDIAN***
- ***JAMES T. POINTLESS***
- ***BERTRUM SPONSOR***

[*Darkness. Sounds of shuffling, clinking of metal, the odd crunch of stubbing toes and swear words.*

*Man appears in the glow of a newly lit oil lamp.*

*Two miners rest on their pick-axes, a camera crew and sound man collapse on the floor in exhaustion. All are blackened by dust.*

*Man speaks*]

"Good evening all! This month [*cough*] Misadventures comes from a special location. From one of the deepest mines in the world – the gold mines of [*cough*] South Africa!

Have we got a column for you this month! [*turns to men behind him*] – ain't that right lads? [*no answer*] Lads? Hmmm. Well, take it from me we have. Two reviews and a selection of hints and tips."

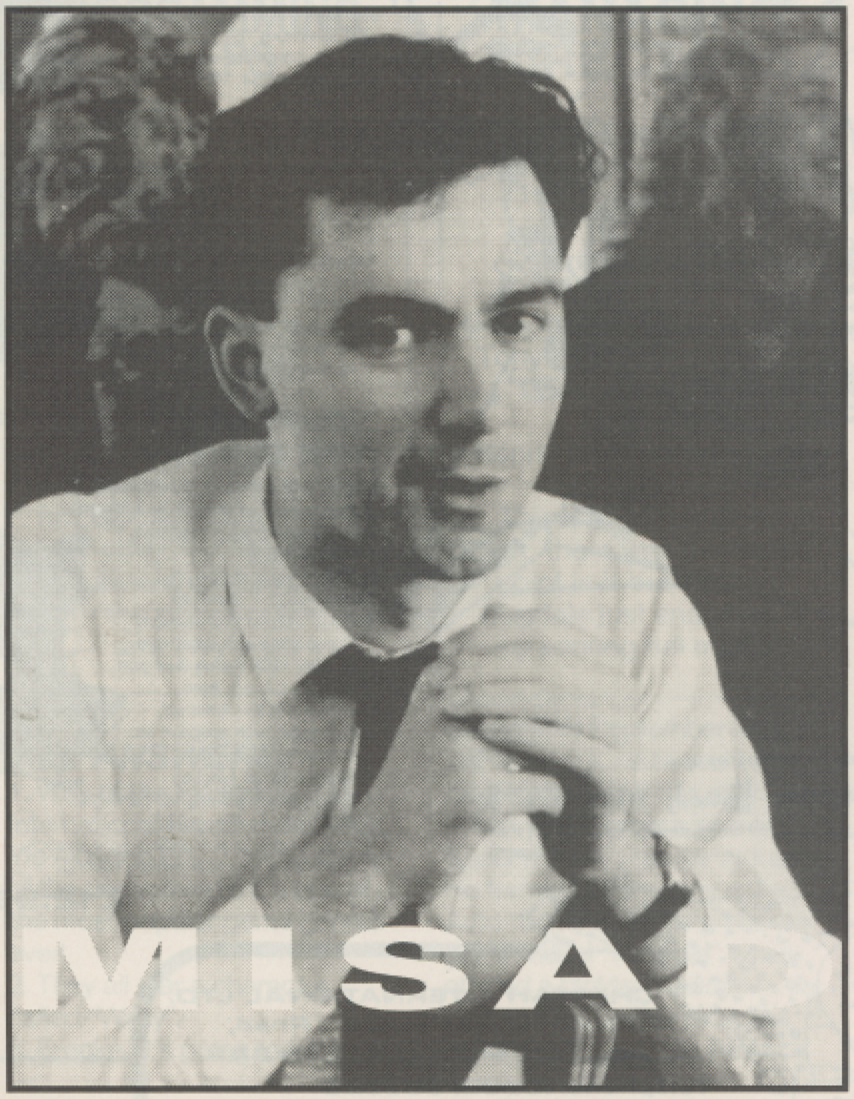
[*Suddenly loud creaking sounds appear - a tremendous blaze of light materialises from down the tunnel and a woman's voice is heard*]

"Gerald? There are six men hiding in the oven - fetch the police!"

[*Cut back to man*]

Errm, over to our first review, from a dinkum-Australian- kangaroo-XXXX-aborigine-bondai beach-surfin'-lady by the name of Dorothy.

**Paul "Sane" Rigby looks at mental asylums and treasure islands in this issue's completely hatstand adventure column.**



# MISADVENTU

## REVIEWS

**TROUBLE AT BRIDGETON**

**SUPPLIER: ATLAS ADVENTURES**
**PRICE: DISK – 3.50 ; TAPE – 2.50**

A strange plot resides in this here adventure. Your good self has been left to look after Bridgeton asylum for the day.

Why? I don't know. I also don't know why you forgot to lock the door. So everyone's escaped which means you'll have to persuade, the escapees, (Yea, yea - no, don't laugh - that reminds me of the story about these three Irish prostitutes, walking down the road, yea WALKING feller, yea I saw you sniggering in the front row, yea. Is that your wife mister, eh, eh? Bit of alright, a bit fat though, eh, a bit fat, Eh? Eh? But my mother-in-law... [*sound of crowbar hitting bone*] – sorry 'bout that, the Phantom Club Comedian I'm afraid).

Anyway, the escapees, there are ten in all, must be returned to the asylum before the chaps in charge find out.

Bridgeton, produced by Dorothy Millard, includes the usual adventuring commands, including 'speak' to interact with the characters in the game, plus handy abbreviated commands such as EX or, simply, X for examining anything.

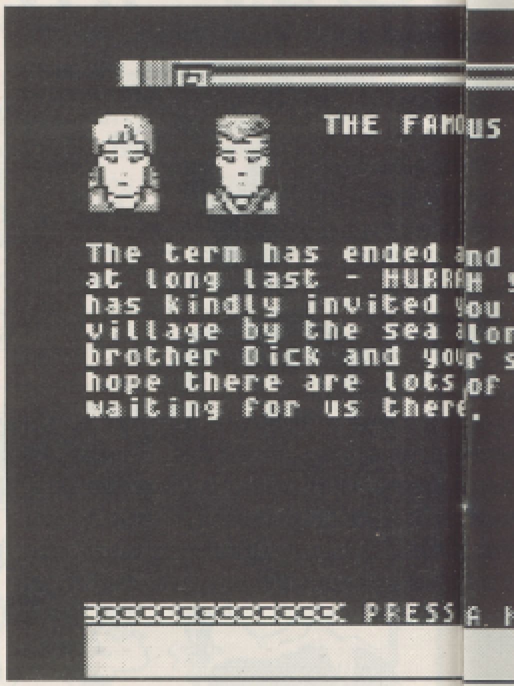
The design of Bridgeton is tighter than Dorothy's earlier games, it is also much larger than them, too.

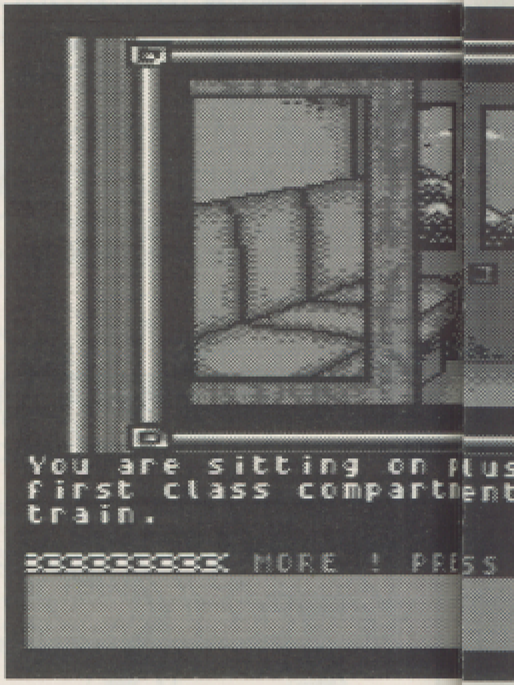
Although rather basic, the 'exam' command doesn't give you an awful lot of extra info so, therefore, you lose a lot of atmosphere, the overall game is her best effort to date.

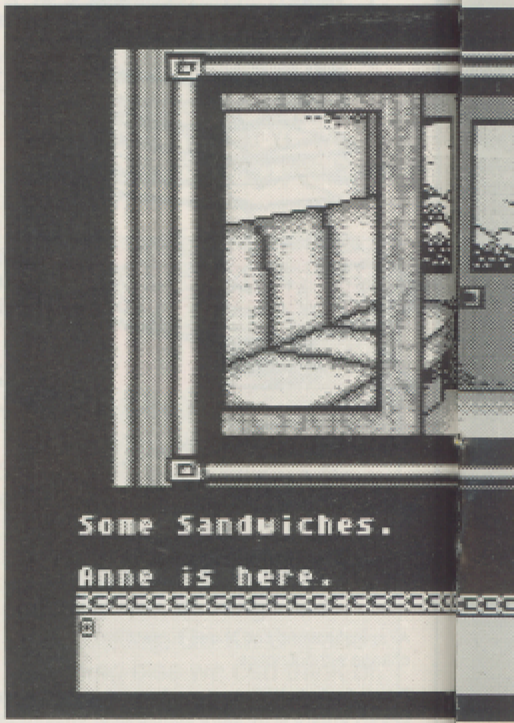
There is nothing "flash" about Bridgeton, just a collection of puzzles strung together by a basic plot. However, this formula still results in an enjoyable game.

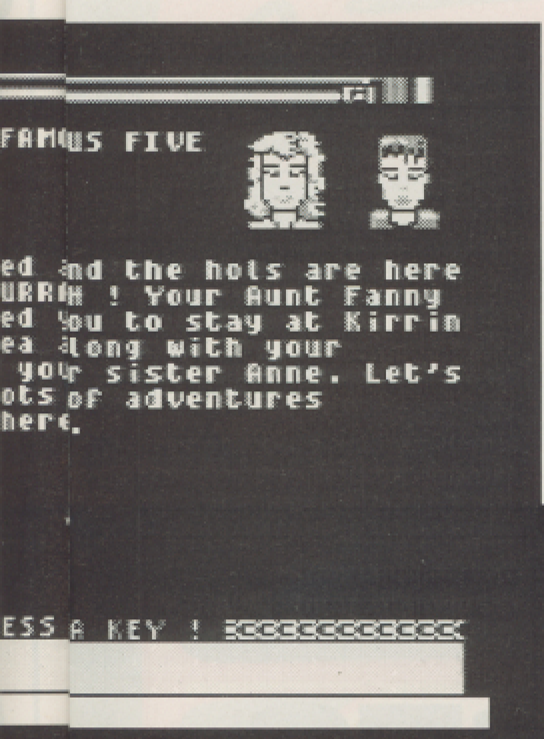
**RATING - 70%**

[*Back to Man who is helping the two miners to try to dig another tunnel away from Gerald and his wife*]
Over to James T. Pointless who has some exciting news from the Planet Umph.



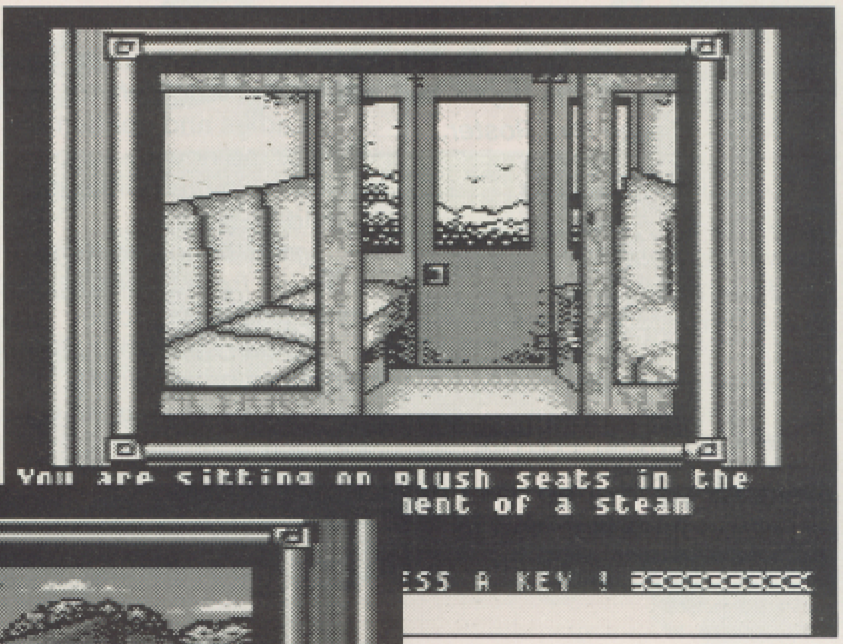





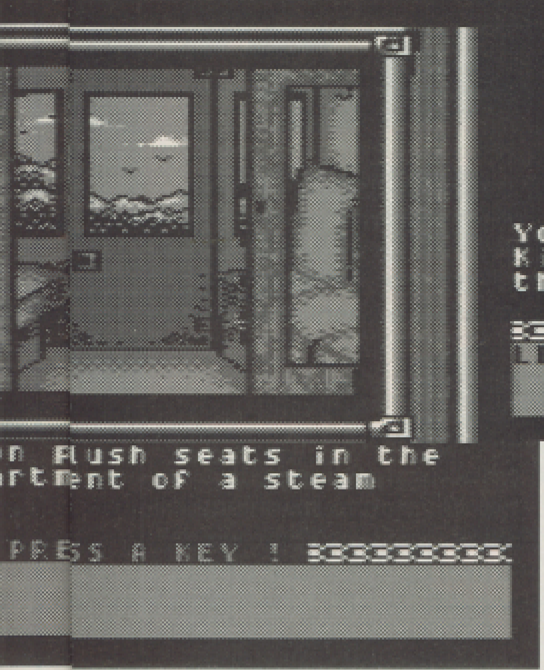

### *INTERLUDE – THE SEARCH FOR SPOCK*

*[Cut to James who is is the bath, reading a copy of the "Tentacle's Guide to Healthy Rock Collecting".*
*James looks up a little startled]*
Oh, erm, can you come back later? I not ready yet.
*[Cut to a heading entitled...]*












**THE FAMOUS FIVE ON TREASURE ISLAND**

**SUPPLIER: ENIGMA VARIATIONS**
**PRICE: TAPE – 9.99**

"Hurrah!" and "Lashings and lashings of ginger beer" and "Hurrah!" again and other spiffing phrases are part and parcel of Enid Blyton's Famous Five series.

Oh yes, I remember the series of books well. I had the whole series I reckon.

Aye, there was I, a wee nipper, chickenpox by the armful, saved by a steady supply of the jolly adventures of Julian, Dick, Anne, George and the blasted dog Timmy.

But let me ask you this, what on earth was our Enid thinking about when she named the kids' Aunt "Fanny" and their Uncle "Quentin"?!?!? I mean, really, stroll on, luv a duck, I ask you, etc.

Any road up, this text/graphic adventure includes some intriguing character handling using a system called Worldscape.

The game begins when Julian, Dick and Anne visit their Aunt and Uncle. This is the very first adventure so they had yet to meet George, the tomboy girl and her dog, Timmy.

From there they worm their way into treasure island, full of stereotyped villains and secret caves. Great fun, in fact.

The game world is dynamic, which means that events move on while you wait. I'm not a big fan of this type of wandering character system; it doesn't present realism, just an impression of a game full of aimless manic zombies.

You can TELL and SAY things as well as ASKing them ABOUT things. Characters have their own special facets so you can ask a character to perform an action you might not be capable of.

You can also BECOME any of the Famous Five (except the dog). Each character has their own advantages: Julian is strong while George is the best swimmer.

You can even split the five up to explore several directions at once. This is essential to solve some of the problems.

The parser is up to modern standards with linked sentences using AND, THEN and commas. Prepositions can be used to alter the meaning of verbs and group commands such as ALL and EVERYTHING are also included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages, and graphics which pop up for selected locations. They are very well drawn and appear instantly on screen – pretty good going for graphics of this complexity.

The lower section is the text input area.

Highlights and criticisms fall upon the parser. When you can't examine something, the EXAM is automatically displayed ready for you to EXAMine something else; very thoughtful and user friendly.

But the parser doesn't understand some basic words included in the location descriptions, although memory restrictions may be a factor here.

Criticisms apart, this is a well-produced game, with lots of imaginative production techniques. I hope that Enigma Variations are working upon a sequel to this first Five instalment because I am sure it will be enjoyed by all Commie adventurers.

**RATING - 81%**

RES

*[Cut back to Man who is being dragged, feet first, out of the oven situated in the kitchen of Mr and Mrs Roster, Nottingham]*

"Aaahhh [*grunt*] well, hope you enjoyed our little show before we go here's a word from our sponsor. Leggo of my foot...!"

***All games can be acquired from :***
***RIVER SOFTWARE, 44 HYDE PLACE, AYLESHAM, CANTERBURY, CT3 3AL. [CHEQUES PAYABLE TO J.A. LOCKERBY]***

*[Applause as Bertrum Sponser wades through a sea of dinner tables, up a short flight of stairs, to stand behind a podium. The applause dies down.]*

"Ladies and gentlemen, seldom can it have been a greater pleasure and privilege than it is for me now to announce that the next award gave me the great pleasure and privilege of asking a man without whose ceaseless energy and tireless skill the British Film Industry would be today.

I refer of course to my friend and colleague, Mr David Niven [*vast applause, a bit of emotion from Sponsor*]. Sadly, David Niven cannot be with us tonight as he is dead, but he has sent his fridge

[*Applause; `Around the World in Eighty Days' music; the fridge is pushed down by a chap in a brown coat*].

This is the fridge in which David kept most of his milk, butter and eggs. What a typically selfless gesture, that he should send his fridge, of all his fridges, to be with his tonight. [*Another burst of applause. The fridge has a black tie on. They adjust the mike for it. Then it proceeds to announce the nominations for best film..*]

# WINKS & NUDGES

## ROBIN OF SHERWOOD

In the dungeon, stand on the prisoner's shoulders, grab the guard's ankle then strangle him. In Nottingham Castle, talk to Marion then go through the window. In Sherwood Forest, fight Little John then get the quarterstaff, tell him t follow you. Enter the waterfall to Herne the Hunter's cave and get what's inside. Just before the archery contest - go to the outlaw's camp where you hear about the contest. Go to the location where you can see Nottingham in the distance then GO TO NOTTINGHAM and enter the contest. When you have won the silver arrow capture the sheriff. At Castle de Belleme climb the statue then enter the place of devil worship where Marion is tied and kill Simon de Belleme then ask Marion to follow you.

## MANIC MANSION

Using Bernard, Ed and Razor. In the family room with the portrait, typewriter and, erm, man-eating plant. An unsightly paint-blotch is on the wall. Have Bernard USE PAINT REMOVER WITH PAINT BLOTCH and a door appears. He OPENs it. Since it looks dark and there's no light he decides to wait until later (you should find a radio later on, open it and put the batteries you find inside into the flashlight).

## VOODOO CASTLE

When holding the chemicals, carry the shield. Mix the chemicals for height reduction. To travel by the chute wave the ring. To open the safe, dial 38 and 33.

## THE BIG SLEAZE

Can't decode the note? DECODE NOTE Keep having your office land-mined? LOCK THE FRONT DOOR Can't open the safe? PUT DYNAMITE INTO KEYHOLE. LIGHT FUSE. Need the crowbar? EXAMINE THE MAC.

**If you want to swell Paul Rigby's ego by sending him letters or if you want to ask him some adventuring questions, write to:**

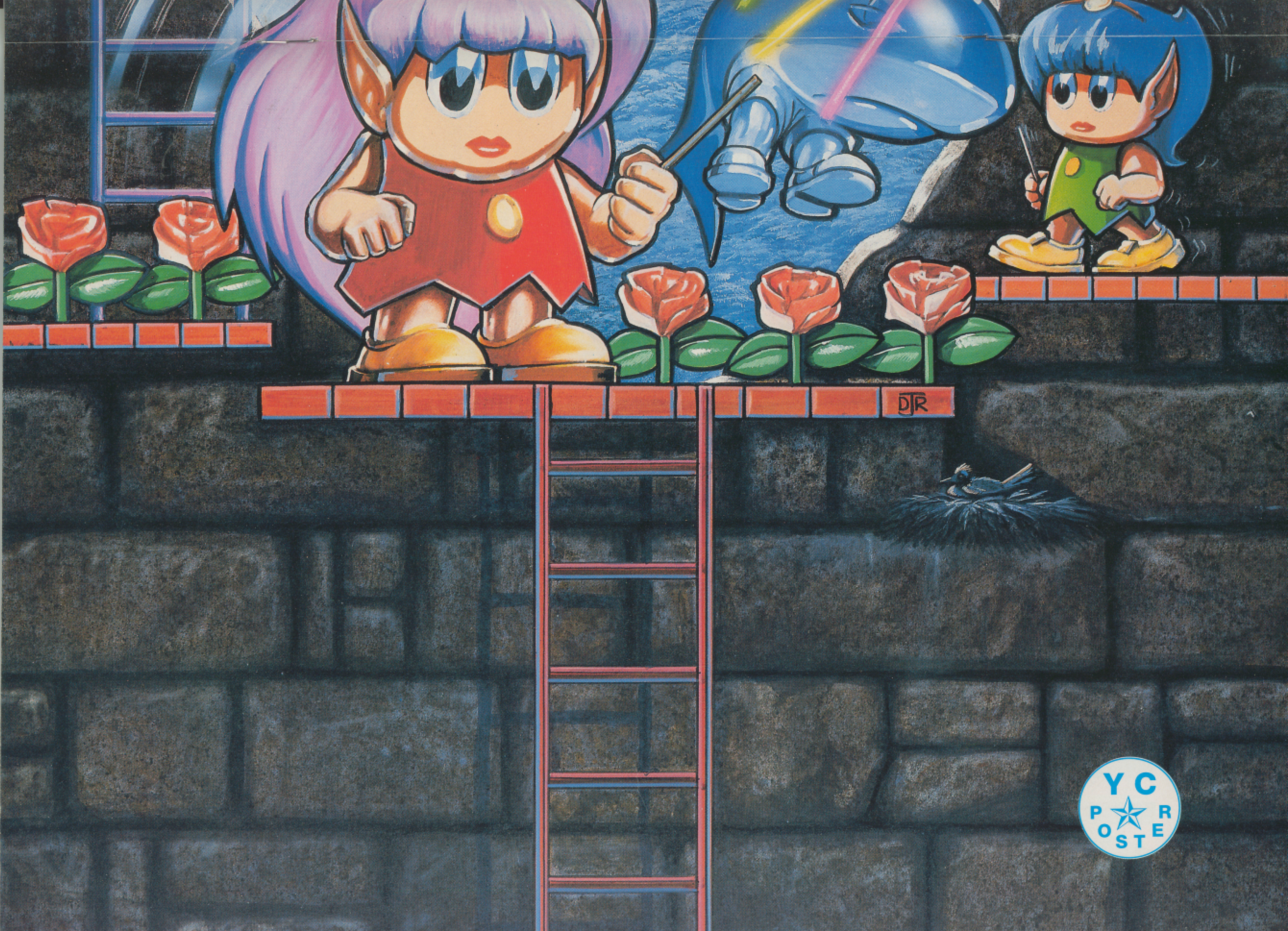
**MISADVENTURES, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF**

**– and he'll put it in David Niven's fridge, er, print it, next issue.**



Championship Special
ENGLAND
MW 1991
GRANDSLAM
AVAILABLE ON:
AMIGA ATARI ST IBM PC
COMMODORE DISK/CASSETTE
AMSTRAD DISK/CASSETTE
SPECTRUM CASSETTE


RODLAND


DJR
YC POSTER

# NEON ZONE

S

**Jeff Davy** (carrying his legendary YC cardboard camera) trucked to West London to check out all that's new and shiny in the arcade world.

## STEEL GUNNER

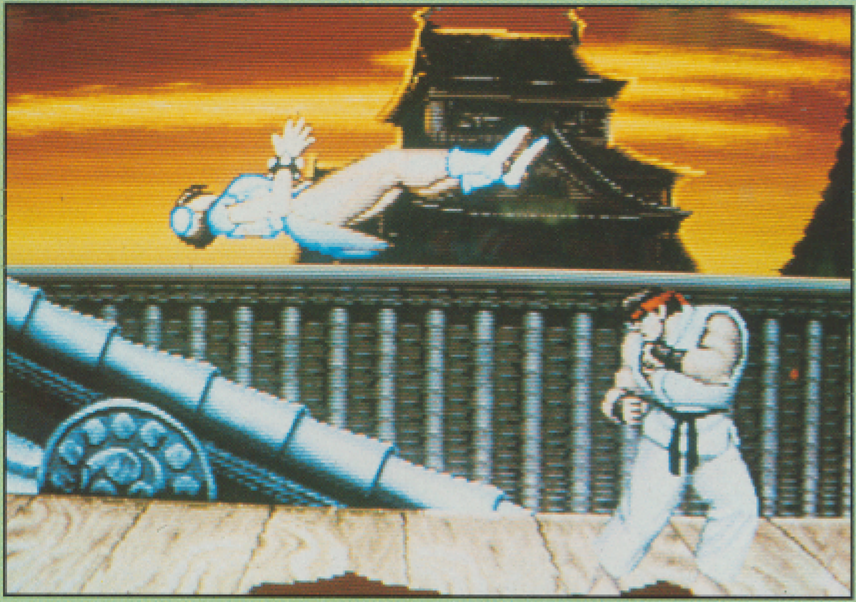
STURM - a group of ruthless international terrorists, didn't you just know they'd be some of them in one of these games? - are out to do all the things that ruthless international terrorists are known for.

Like destabilise governments, kill people and, er, amass massive private armies with plenty of weaponry just so that you can come along and have a good time blasting it all.

And that's just what you do, in this latest, version of 'Operation Wolf' and its ilk. You get the now-familiar view from down the barrel of a recoiling gun, mounted on the machine, of sundry troops and machines heading towards you with one thought on their mind - your death.

It's not all hard, mashing, action, though, it does have flashes of comedy, such as between each level, when your Chief bashes the table in his anger at the way the terrorists have taken over the city.

Another variation on a tried (and trying!) and tested theme. Quite a good blast.



## STREET FIGHTER II

Several years back you may remember that David Bowie and Mick Jagger got down to some 'dancing in the street' but in this beauty you can get down to some serious vicious smegging in the street.

It's a one-on-one combat game with heeee-uge sprites that animate all over, i.e. they shuffle and breathe as well as smack and kick.

The opponents are many and varied as you work your way up the 'street-toughness' ladder and your opponent's moves are different according to who they are.

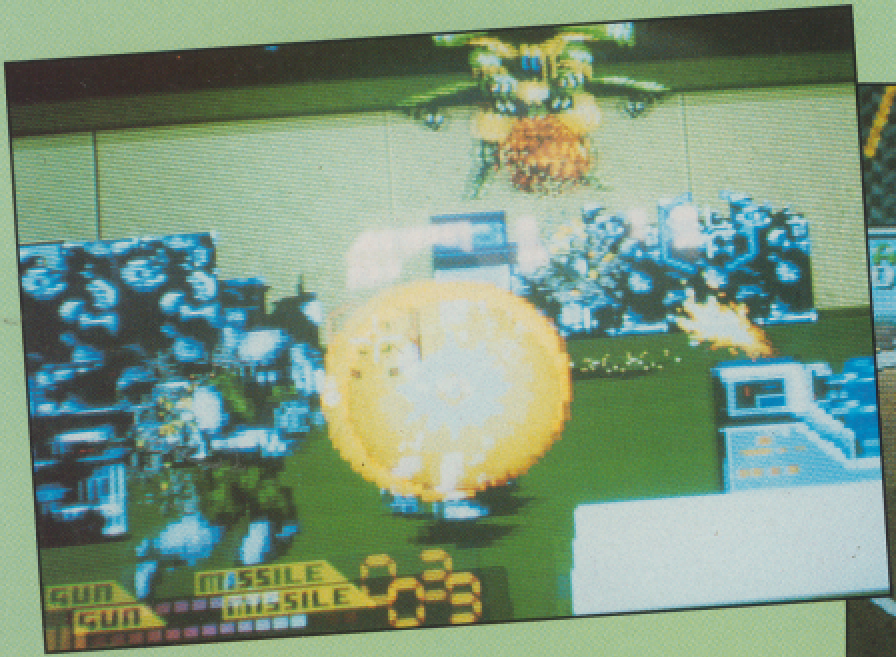
Apparently, in London's West End, spectators actually bet on who'll win while two players slug it out on screen. It's that real. But then again, it might just be that some people will bet on anything.

## (UNNAMED) RACING GAME

Another in a line of formula one racing games but this time with a rather smart, seemingly-digitised, car to drive.

It moves smoothly even if the sound's not always as smart as it could be.

However, the main attraction to the game is that up to four players can race simultaneously if two of the standard two-player, two-steering-wheel, cabinets are connected.

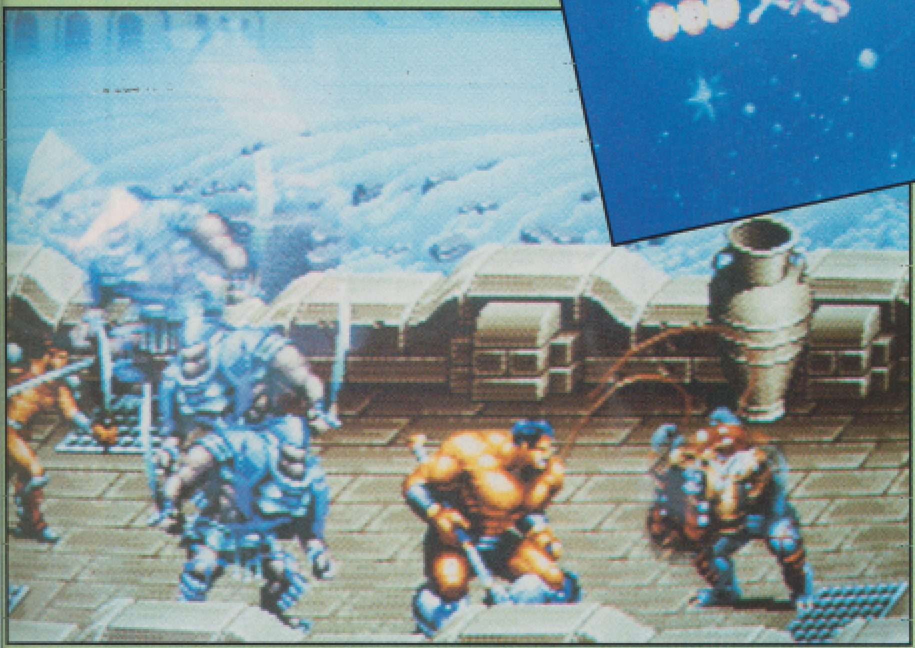




pesh

This leads to some very competitive and absorbing racing, replete with skid-offs, crashes and pit-stops. Drive, drive, drive!



## BLADE MASTER

This is one of those large-men-with-large-swords battle games with an implausible and amusingly translated scenario, largely to do with evil Warlords and kidnapped girlfriends/princesses and large weapons (Oo-er!).

This means that you (and a friend) must stride purposefully around (initially) a castle, slicing and dicing the fantasy-inspired creatures that head toward you as well as smashing urns to gain bonuses and the like.

The graphics are in the Golden Axe style and are, as you would expect, well coloured and animated whilst the sound is satisfyingly swishing and chopping!

## MIDNIGHT WANDERERS/ CHARIOT/DON'T PULL

Three games rolled into one is not something you often get with new arcade games but this Japanese wonder has three games, two of which feature the same characters.

Midnight Wanderers sees a rather Ghouls and Ghosts style of play as you seek out the Magical Chariot to save an imprisoned princess (Hold on, we've had this scenario! Ed).

The characters are as cutesy as anything but with a Mediaeval/Mythical tinge to them. It's really pretty damn playable.

Chariot picks up where Midnight Wanderers leaves off, with the player(s) now flying through a sort-of magic cloud-land, avoiding vicious, er, bricks and shooting evil moons. It's also chock full of fairies...

Don't Pull seems to be the turkey of the three. It's a puzzler in the tradition of Pengo - you wander around a maze made of movable blocks, collecting things and crushing monsters.

It's sickeningly cutesy and not my cup of tea to tell the truth. It also disappoints by being rather unplayable.





## FOOTBALL CHAMP

This has to be the hottest machine out of all on display. It's THE football arcade machine. You pick the number of players (up to four), the country you're playing for and let rip.

Obviously you'll know the rules of football - and so does the ref. He stays with you throughout the match and is ever-ready to adjudicate.

When he does (for a throw-in or free kick) there's a rather spiffy TV-style zoom-in on the player taking the shot.

The players themselves are in a very 1950's Roy of the Rovers style whilst the sound has rather impressive crowd cheering.

There are also two commentators who bug you throughout the match, and photographers, whose lenses you can knock over (accidentally, of course!) if you kick the ball off near the goal.

This arcade game's a corker. If it was a C64 game it'd be a Fun One right away!

# NEXT MONTH

**IN THE MAGAZINE THAT MAKES THE ENCYCLOPAEDIA BRITTANICA LOOK VERY DULL INDEED...**




## THE BEST COVER TAPE YET (PROBABLY):

Not only do we have 'Freaky Fish', a wholly-new game written by our favourite New-Age programmer-on-call Richard Taylor but also... The one, the only, the original: 'Football Manager' - the footie management game that launched a thousand others is on OUR tape, yes siree! Another classic hit for you lucky, lucky readers.

## THE YC HUMILIATION TOUR 1991 - PART TWO:

The YC Unruly-Squad go for another severe drubbing at the hands, this time, of Storm's programmers on some of the arcade games being converted at the company's shady London HQ.

## CODE MASTERS PROFILE:

This time we really do, honestly, promise to look behind the scenes at Code Masters. We'll get 'dizzy' interviewing the Darling brothers and see what 'antics' they get up to at their farmhouse hideaway.

**PLUS: So many other pages of colourful new, review, previews, compos, cheats and other wonderful goodies that we daresay you'll explode just thinking about it!**

## YC SEPTEMBER '91

**Summertime, and the living is easy!**

## OUT AUGUST 22

Since we are strange and rather creative types, we often change our minds about what we put in this fun-packed magazine. So don't be surprised if next ish is full of different, but even more corking, features than we've mentioned here. OK?

Please Newsie, I'd rather like you to reserve me a copy of the ever-so-spiffy YC every month. In return, I'll hand over my pocket money for you to spend on whatever you like, and I certainly wouldn't do that for every Tom, Dick and Harry of a computer magazine.

MY NAME ........................................

MY ADDRESS ........................................

........................................

........................................

**Give this to your local paper shop before it blows away!**

# FINAL BLOW

**Jason Miller could have been a contender, instead he's stumped with previewing this new Storm boxing sim.**

Seconds out, Round 3! Yeah, making money out of smacking the living daylights out of some poor sucker's face. You know what I mean, Harry?

If you're brain-dead you might as well use your head as a human punchbag and make a few megabucks out of it. You may be lucky and become World Champion. So grab your boxing gloves and go to the gym – smash the gumshield out of some guy's mouth, leaving him with a mouth full of blood.

Your chance to join Chris Eubanks, Nigel Benn and Bruno in this slightly barbaric sport's hall of fame, as you forget about the Queensberry rules and nearly kill your opponent.

With Final Blow you have the opportunity to become the next world champion without getting your face damaged, in the comfort of your own home.

The aim is to splatter your opponent and get him carried out of the arena, using a combination of strength and skill.

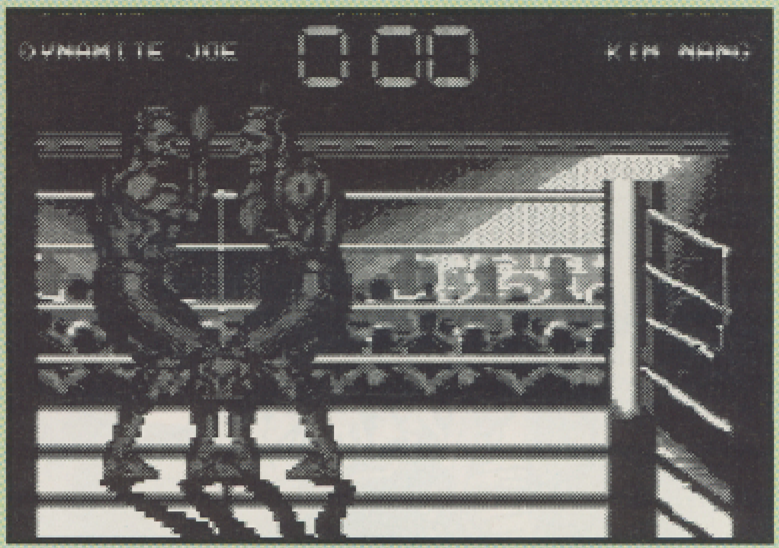
The ring is shown from the side – you can see the audience on the other – and the boxing characters loom huge, they're larger than your average sprite! You don't get the whole ring on the screen, either, as you beat your opponent backwards (or they beat you backwards!), the screen scrolls to reveal the ropes.

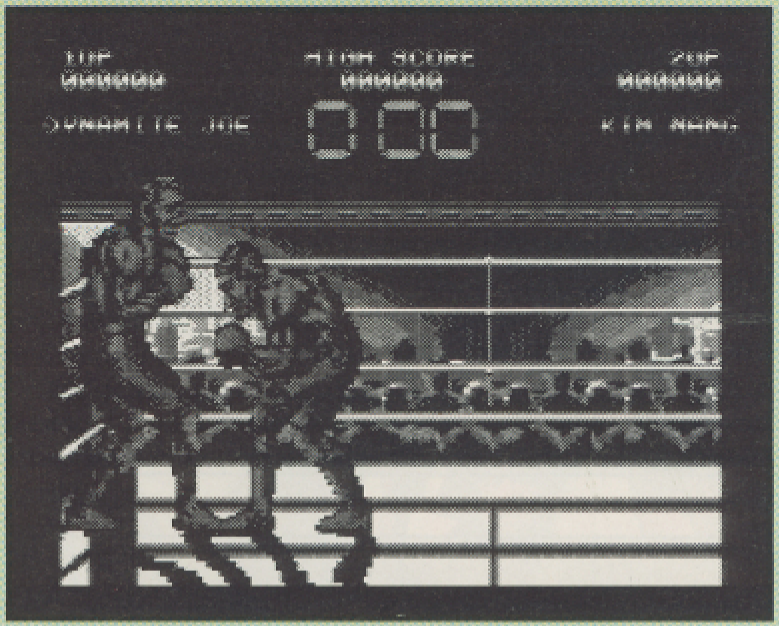
The boxers move their legs and arms in a grand fashion, punching meatily at each other, blocking shots when they can. Their size really adds to the action. In our preview version there's no sound but we're sure it'll be corking, as will the finished boxer graphics and movements.

So if blood and violence has you intrigued, then Final Blow will be the game for you. It's shaping up to be a real knock-'em-out game that you must have a look at upon its release.

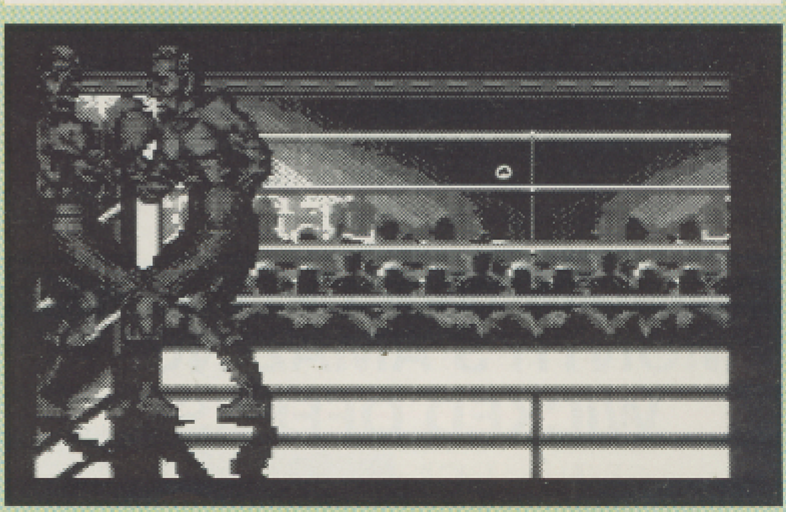
## CREDIT CARD

**NAME:** Final Blow
**SUPPLIER:** Storm
**PRICE:** TBC
**RELEASE DATE:** September




✪ So you wanna be a boxer, in the golden ring ... Doof, doof, doof! The YC boxer piledrives his opponent to the side of the ring and into the ropes!



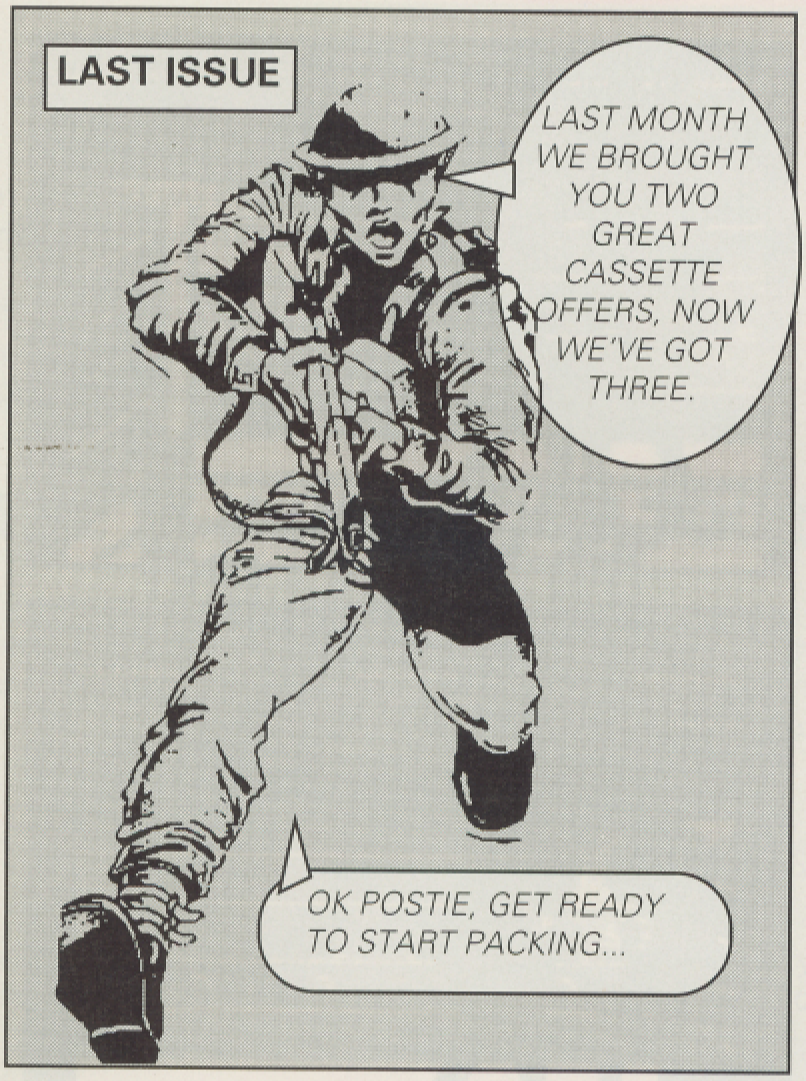
## HOLIDAY SPECIAL

**READER OFFER**



AFTER OUR LAST OFFER WAS A COMPLETE SELL-OUT, WE THOUGHT YOU MIGHT NEED EXTRA GAMES FOR THE HOLIDAY SEASON.

MORE GREAT-VALUE GAMES FROM THE YC FUN TEAM. SOME YOU MAY HAVE MISSED FROM OUR PAST ISSUES, BUT YOU CAN BE SURE THEY'LL BE REAL WINNERS. YOU GET AT LEAST SIX GAMES PLUS INSTRUCTIONS AND ALL FOR £3, THAT'S 50 PENCE PER GAME AND INCLUDES POSTAGE AND PACKING!




**OFFER ONE** – THIS HAS BEEN A SMASH HIT ALREADY AND INCLUDES FLIMBO'S QUEST (DEMO), FINDERS KEEPERS, KENTILLA, MICRODOT, SPOTS AND RAINBOW CHASER.

**OFFER TWO** – SIMPLY A KNOCKOUT COMBO OF TURRICAN 2 (DEMO), QUAD, RUNAWAY, BAZAIR, DOMINOES, LIBERTE AND TIME MACHINE (DEMO) FROM ACTIVISION.

**OFFER THREE** – OUR NEW OFFER TO KEEP YOU UP LATE INTO THE NIGHT IS REALLY ADDICTIVE, IT INCLUDES NEAGOX, GOMOKU, COBALL, BLACKJACK, PHOBOS, LIMBO AND FROGS IN SPACE.

SIMPLY SEND A CHEQUE OR POSTAL ORDER FOR **£3**
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**20 POTTERS LANE,**
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AND WE'LL DO THE REST.

## STAY TUNED FOR NEXT MONTH'S AMAZINGLY WICKED OFFERS!

**PLEASE SEND ME 2 CASSETTES OF GAMES.**

FIRST OFFER ❑ (FLIMBO'S QUEST ETC.)
SECOND OFFER ❑ (TURRICAN II ETC.)
THIRD OFFER ❑ (NEAGOX ETC.)

I ENCLOSE MY CHEQUE/POSTAL ORDER FOR £3 MADE PAYABLE TO
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ALLOW 28 DAYS FOR DELIVERY

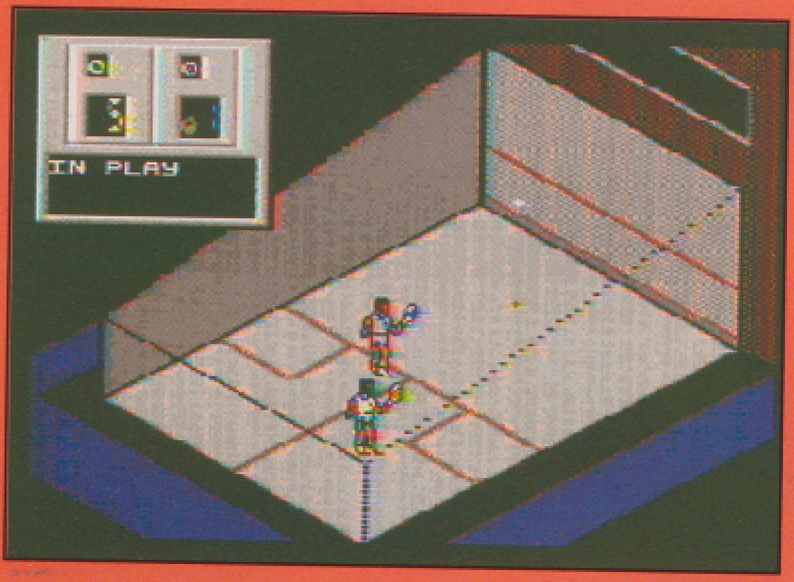
YC3



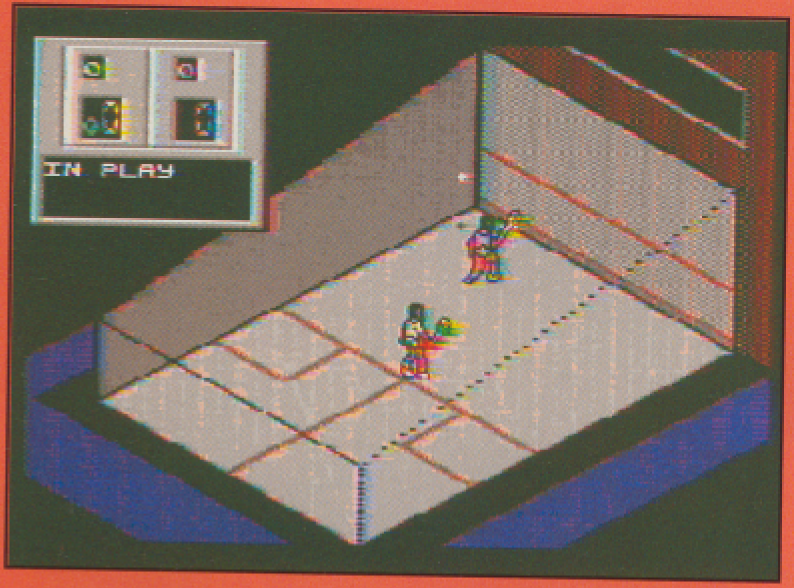
Skull & Crossbones
SKULL & CROSSBONES
Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA... MORE LAUGHS THAN ... NEW PRINT SHOP!
Get it now – but don't, *please don't* show your grandmother.
TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK

**Jason Miller** was feeling rather thirsty and spotted the box marked 'Jahangir Khan's Squash'. "Hmmm," he said, "I wonder what flavour it is?". Predictably, Jason stayed thirsty!

# JAHANGIR K SQUA




What an absurd picture this is, why are these people in the middle of a block of Sainsbury's cheddar? Do the Environmental Health people know about this?







It's that time of year when everyone gets out their rackets and balls (oo-er!) and watches the Wimbledon championship on the old box (Er, that was last month! Ed). Pretending to be like the stars, such as Stefan Edberg or maybe Martina. Tennis is here once again!

But this is a Squash game we are dealing with, so that's put paid to that. And nothing to do with orange or lemon sqaush but Jahangir Khan, the world's greatest and most successful bod in the world of Squash. He's won the world championship six times.

Jahangir Khan's simulation is a quality piece of software, brought to you by Krisalis, and offers a wide range of options.

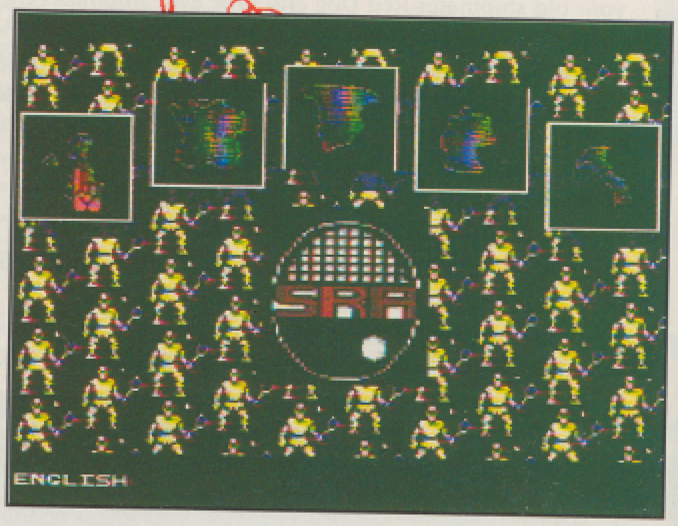
Well, what with Ghengis Khan and Imran Khan, the name Khan must be connected with winners - when Jahangir is in a Squash court, you would probably need a pair of Nike Air 180`s with an engine connected to them to keep up with him. He's fast!

What do people find so fascinating about two guys smacking a little ball around a court? I don't have a clue! But Squash is quite a simple game to understand and is played by millions, although you'll need a level of fitness well above normal in Jahangir`s simulation as the difficult level is of a high standard.

So, Squash, eh? Does it have any rules or do you just hit a ball against a wall? Well, don't worry, I'll explain the concept behind it. Just like any racket game, you have your court which is divided into two halves. You can only win points on your own serve and you must serve into your opponent's half. Just like badminton, the first person up to nine points takes the set. Even a monkey could understand squash if he tried.]

So, you'll need your Nike Air 180`s on (Look, are you on a commission from Nike, or something? Where's my 10% cut? Ed) as you take part in either club tournament, where you play in a not so hard league (That must be a joke! Have you tried playing the game?) where you play the sort of amateurs like me and yourself, or the pro level, for no extra charge at all. I must stress now that this game is very hard to win, but once you get the hang of it and twig the rules, you may end up the champion.

Now, this may sound weird - but then again two people hitting a ball against a

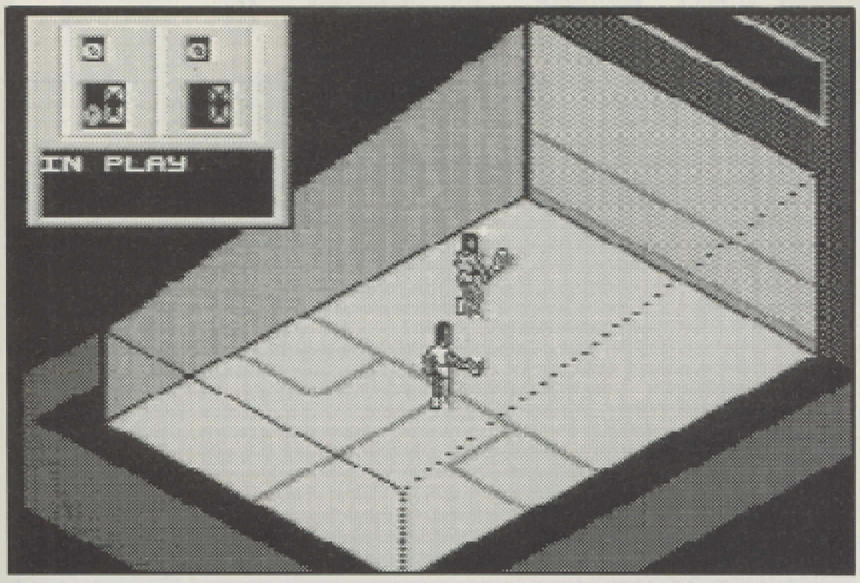


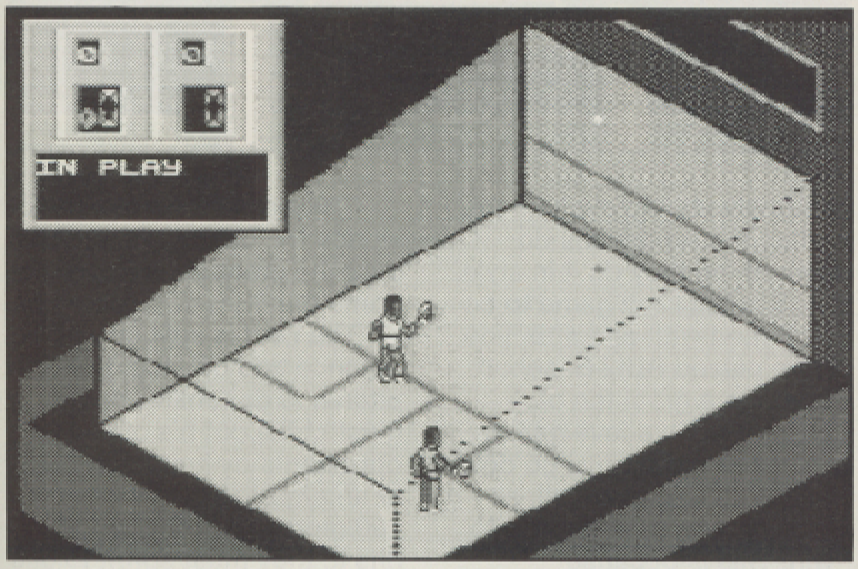
# R KHAN ASH

wall is not all that sane - but the colour of the ball controls its speed and the amount of bounce it. Weird, huh?! But a squash fan will enjoy this.

The graphics and sonics are not that bad, but the sound does become a pain after a while, just the sound of a ball against a wall, it could drive you mad.

But if you are into hard physical sweat and racquet games this is just the one for you. So hit that winning streak and try out JK's Squash!




A game full of balls and rackets with enjoyable gameplay

**CREDIT CARD**

| SONICS | GRAPHICS | FIX FACTOR | HALF LIFE |
|---|---|---|---|
| Can become annoying after a while | OK, but nothing to boast about | Very hard from the off | You'll be back for more if you are into 'punish-ment' (Oo-er!) |

**NAME:** Last Ninja 3.
**SUPPLIER:** System 3.
**PRICE:** £9.99 tape, £14.99 Disk.
**RELEASE DATE:** Early January 91.

**OVERALL 72%**

TWEET, TWEET !



## THE BUDGIE COLUMN

WITH RICHARD TAYLOR

## THE SKORES

NO SKORE - This game is too abysmal for words.

✪ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

✪✪ - Not even worth a look. It's only appeal would be for amusement.

✪✪✪ - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.

✪✪✪✪ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

✪✪✪✪✪ - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

## RED HEAT

HIT SQUAD £2.99

I haven't seen the film and (excuse my ignorance) hadn't actually heard of it until I saw this game, so I didn't know what this was going to be about.

You play the part of super-butch, bull-slapping hero Ivan Danko (or Arnie-baby to you and me) whose job it is to track down Viktor Rostavili, the head of an international drug-trafficking ring.

In the first part you guide Ivan through a rather large and sweaty hot house, punching, head butting, shooting or just insulting every hired heavy that comes at you. There are various objects lying around to be picked up, including guns and energy.

If you make it out of the hot house then you will go on to a hospital, the streets of Chicago and another location.

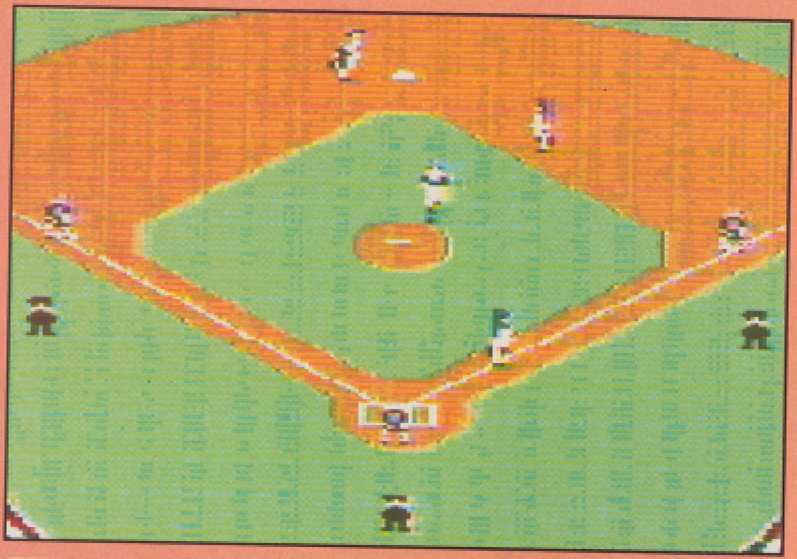
The graphics are quite detailed, even if you do only see half of your man at a time. The do work well and the animation is good. The music is a bit weird, I couldn't make up my mind whether is was crap or not.

There is quite an original high score table input, it looks like a reel of film turning when you select.

I suppose this is worth the asking price, it will probably keep you coming back for a few goes.

**SKORE ✪✪✪✪**

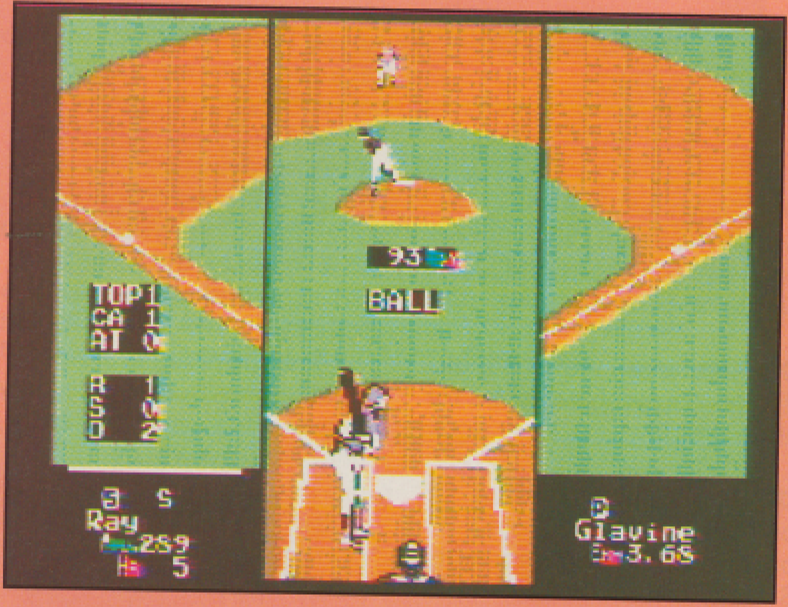


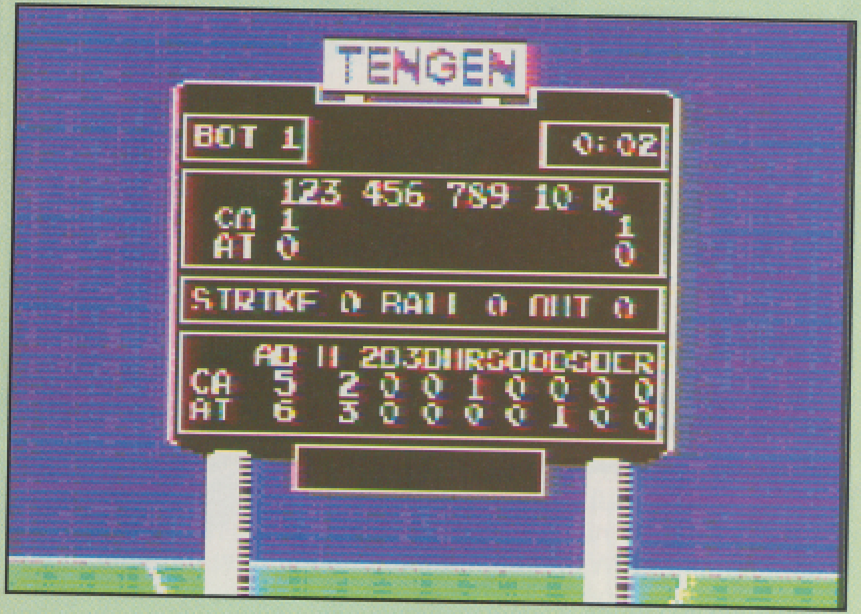


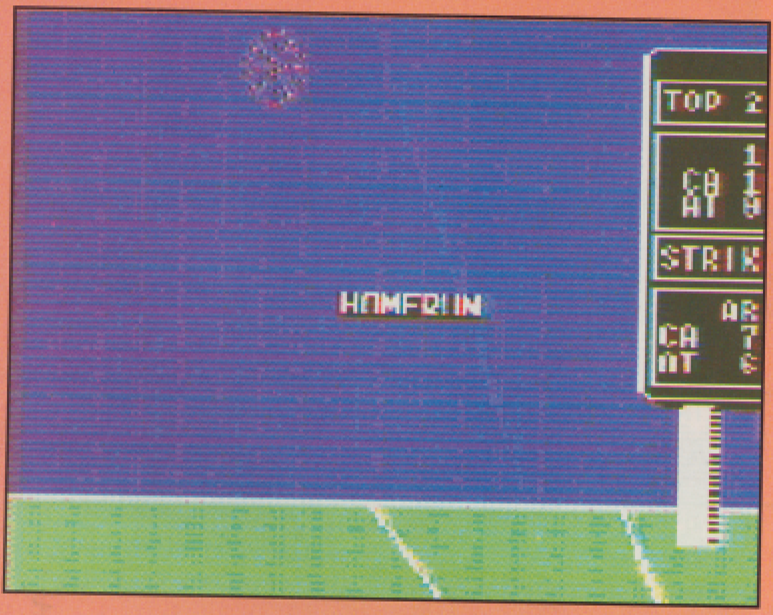
✪ Jason 'Smasher' Miller cannons the ball skywards and makes a daring run for first base. The fielders scurry to catch his fiery shot.

**Jason Miller** declares he's had enough of leather on willow and goes for a real American Sport.

# R BASE




When the word 'homer' is heard all across the United States it can only mean one thing. Yes, it's Major League Baseball, the Americans' fave pastime.

The crowd go wild, stuffing their faces with popcorn and candy bars.

The movie "Major League" with Charlie Sheen in those tight pants and slick baseball cap could soon be you, not forgetting that all-important gum which adds to the true meaning of Baseball.

Unlike your "ok, ya, let's watch a game of boring old Cricket", baseball has enthusiasm and excitement. When the Americans do something they do it in style.

Baseball is a game to be reckoned with and after you have played RBI2 Baseball you'll be a great fan of George Bush's fave game.

Once these guys go down to the park to play ball, all they have in their mind is to win! This is because Americans must have a winner – draws do not count – unlike Cricket which usually ends in a draw due to the weather; a Baseball player is so macho he is not deterred by a little bit of rain.

RBI Baseball simulates real baseball in the sense that all the rules and game plan are the same, and before you start to worry, the rules are not difficult to learn. You have nine innings, a batter, a pitcher and fielders!

Gosh, I'm really moonstruck as I'd never have guessed that, but it is not so simple!

The aim of the batter is to smack the ball out of sight over the grandstand for a home run,

The field is split into both defence and offence, the pitcher is deffensive and must strike out his offensive opponents by hurling the ball at an amazing speed of up to 100 mph. When the batter hits it, they must sprint to one of four 'bases' before the ball is caught and thrown at a 'base'.

The umpire is never wrong, if you are out there is no arguing with him. This must be the reason why J Mcenroe took up tennis as there is no place in Baseball for a super-brat. Then again he doesn't get his own way in Tennis!

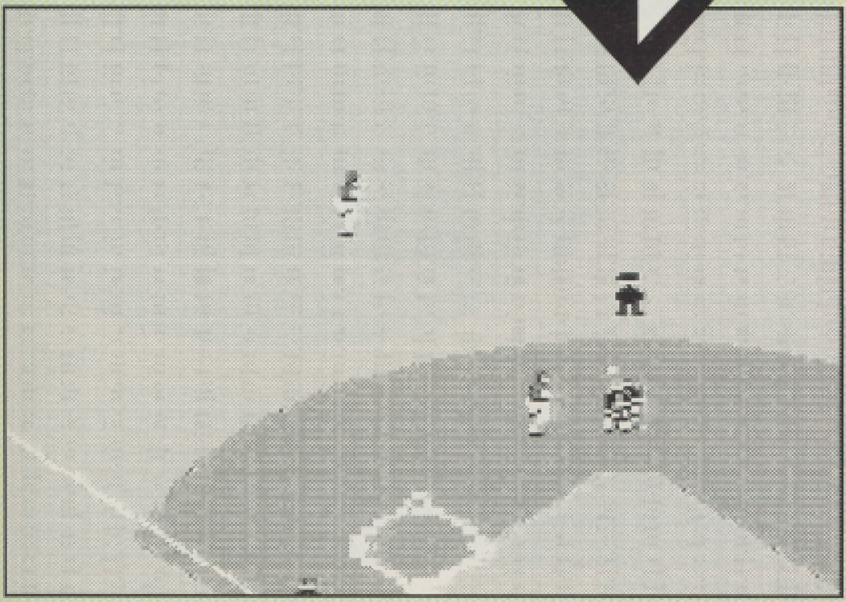
Just like the real game if your team is struggling then you must change the players. The players do get tired during a game, especially the pitcher, as no one can throw a ball at an average of 90

# R.B.I. 2 BASEBALL

mph all night.

So put on your glove and cap in this fantastic and well-detailed high-action ball-against-wood game. This must be the most realistic version of Baseball and you don't even have to be an American to enjoy it.

YC FUN ONE



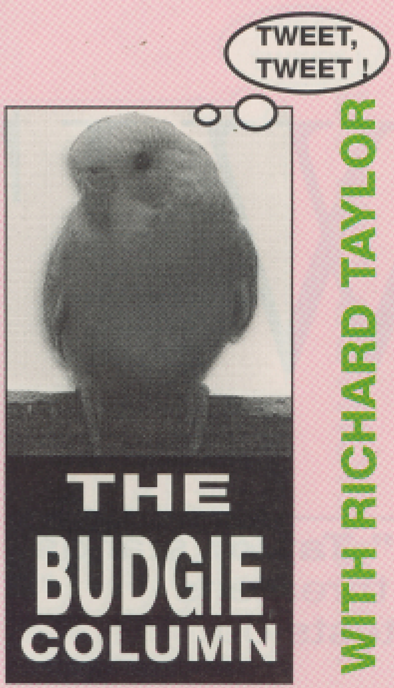
**CREDIT CARD**

| SONICS | GRAPHICS | FIX FACTOR | HALF LIFE |
|---|---|---|---|
| Not a bad tune can get annoying after a while | Very well illustrated | You'll be swung into it before you know it | You'll be playing even when your gum has lost its taste! |

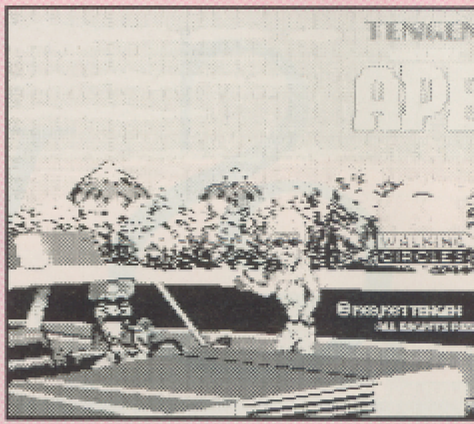
**NAME:** R.B.I. Two Baseball.
**SUPPLIER:** Domark.
**PRICE:** £10.99 tape, £15.99 Disk.
**RELEASE DATE:** Out now!

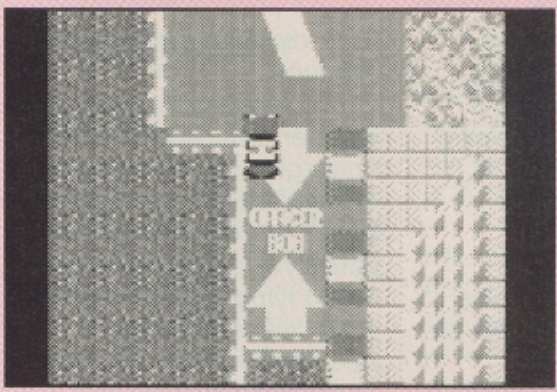
**OVERALL 89%**

Domark hit a home run with this baseball smasheroonie.




## THE BUDGIE COLUMN WITH RICHARD TAYLOR





### L.E.D. STORM

KIXX £2.99

If you like the older style top-view racing games, then you'll love this.

Straightforward idea, drive as fast as you can whilst avoiding other vehicles, oil slicks and mines etc. There are things to be picked up, including energy pods, shields and point bonuses.

Special cans can also be collected to spell out 'ENERGY', which will replace all of your fuel.

Whilst driving along, you can jump to pass otherwise untraversable areas and cars. You can land on enemy cars to squash them for bonus points.

By pressing fire and pulling back, you can change to a motor bike if you feel it at all necessary.

The graphics are suitable and the sound is OK. And, like I said, if you like older racing games, you really will enjoy this one.

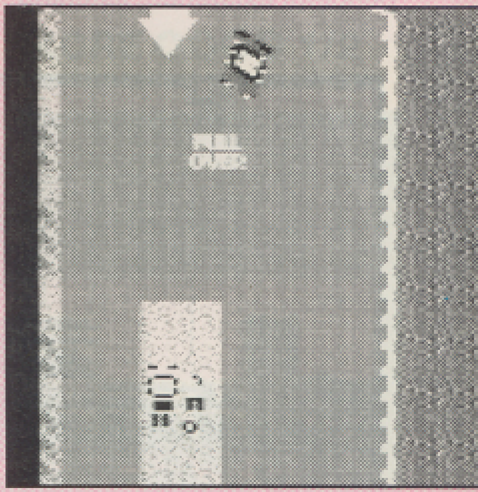
**SKORE ✪✪✪✪**

### APB

HIT SQUAD £2.99

You take the part of veteran cop Officer Bob, whose job it is to clear the streets of crime.

You must work your way through just one week. Each day you are given up to four different offenders that must be apprehended, these range from litterbugs and drunks to highly dangerous drug-dealers.



Sometimes, when you catch a particularly nasty offender, he must be taken to the station and questioned by, strangely enough, waggling the joystick until he confesses. And, by God, I don't think I could take too much of that either.

If all goes well your salary bonus should be quite a hefty one.

It looks quite good and it runs fairly smoothly. The David Whittaker music fits the game quite well, too. Not amazing but fun to play and worth a few quid.

**SKORE ✪✪✪ 1/2**

# SWITCHB

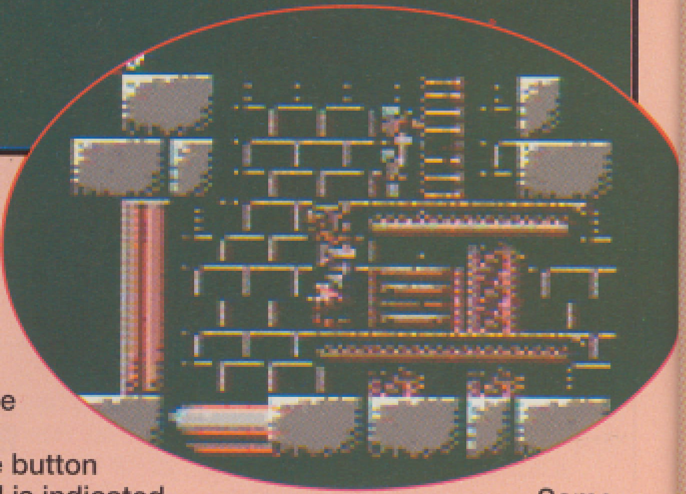
**Richard "Halibut" Taylor** stands in dark alleys and threatens passers-by as he tests out Switchblade...

The scene is not too exciting, Havoc has descended on the lands, 'cos a rather powerful peace-keeping sword has been disintergrated by a bunch of bad guys.

You, as a good guy (natch!), have to find all the sixteen pieces so that Havoc can be defeated and everybody can live a happy, peaceful existence, listening to Radio 3 and tending their gardens.

To achieve this you must wander around exploring underground caverns and encountering various nasties. Better weapons than the blade you begin with can be found lying around, altough some are hidden by backgrounds, so it is worth checkimng everywhere.



Better weapons have limited shots, usually about twenty shots per weapon. The strength of certain weapons can be increased by keeping the fire button depressed, and is indicated by a power bar.

Pieces of the sword are also hidden anout the place, along with other useful items, such as energy boosts, weapon enhancers, and power ups can be discovered.

A majority of the underground backgrounds are brickwork, and some of this can be shot away to gain access to other rooms and to reveal hidden objects. These look slightly different from normal bricks, and it is worth knocking all of them away, just to see what happens.

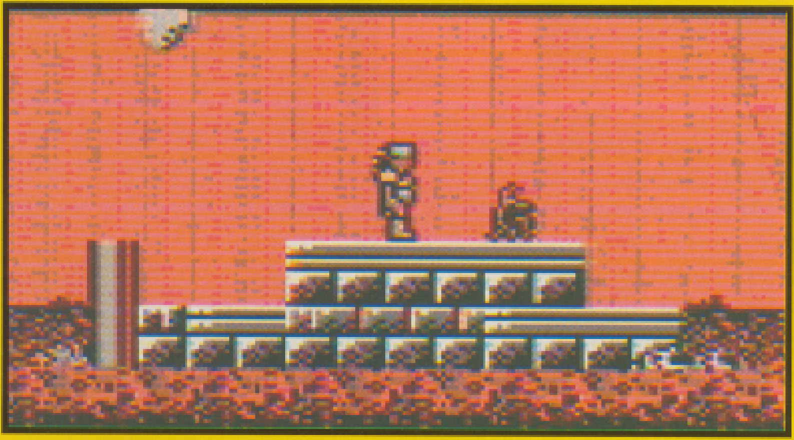
The control of your warrior-sprite takes a bit of getting used to, and at first seems really awful. You can kick, fire, jump and run. All fairly standard, really.

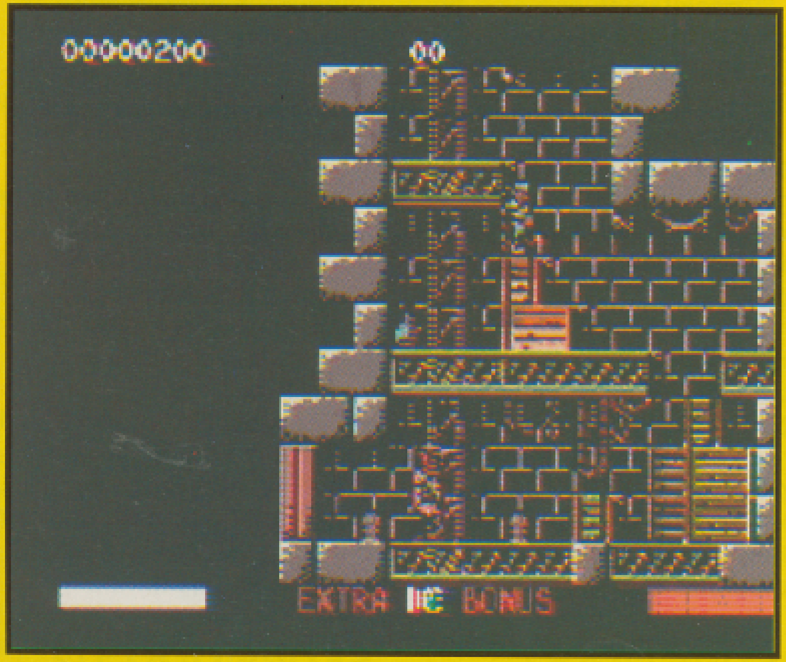
The graphics are quite bad on the whole, the sprites in-particular are pretty awful. Some are pretty respectable, though, and the explosions are nice, with pieces of whatever you've destroyed floating about the screen for a while.

The music and sound isn't too good, tending towards the dull and repetitive side of life. The presentation isn't really up to the mark, either.

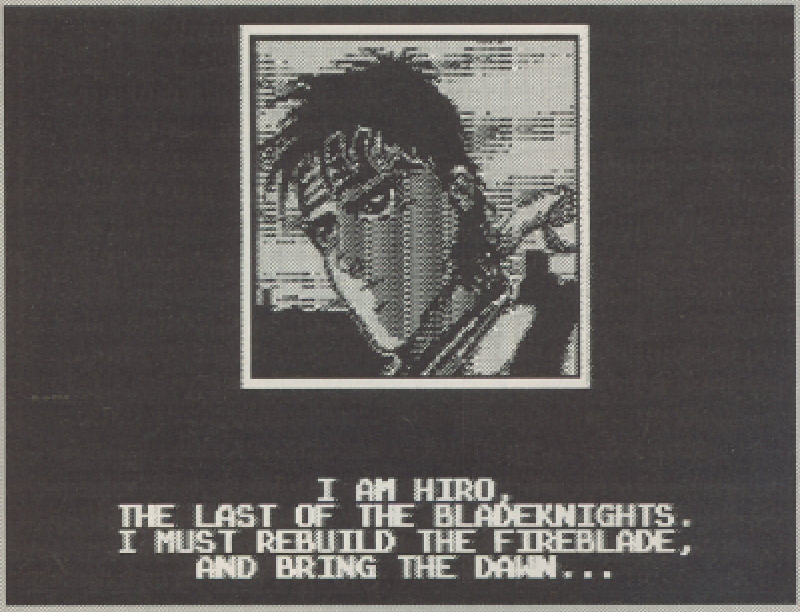
It might sound that on the whole it isn't really that good, but there is a strange addiction that creeps over you and a nice control method that will make you play this quite a bit.

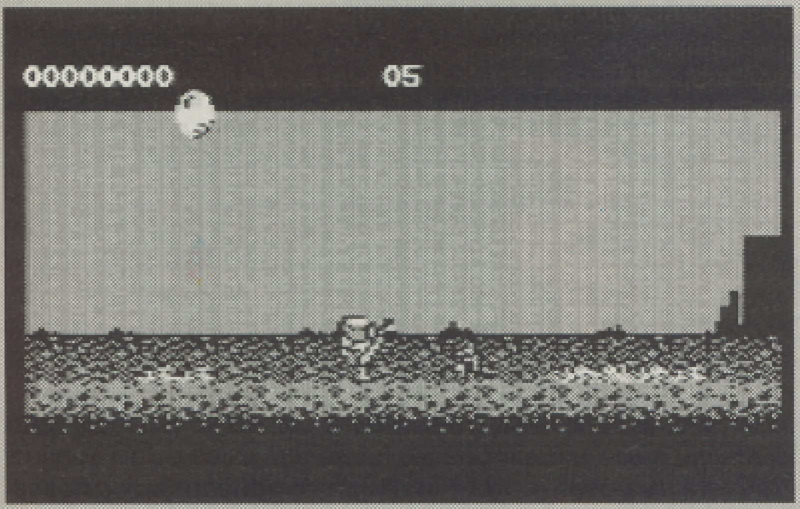
My first impression of this game was, "Oh God, this looks awful". It didn't seem to play very well either. After forcing myself to have a go at it a few times, I started to get into it quite a bit. After a few hours of play, I was really hooked.





BLADE




**CREDIT CARD**

| SONICS | GRAPHICS | FIX FACTOR | HALF LIFE |
|---|---|---|---|
| Sounds bad, but fits in strangely well. | Look awful in places but again fit well. | Will get you hooked after a few goes. | This will keep you going for a fair old while. |

**NAME:** Switchblade.
**SUPPLIER:** Gremlin.
**PRICE:** £10.99 tape, £15.99 Disk.
**RELEASE DATE:** Out now.

**OVERALL 85%**

Switchblade is a visually and aurally unimpressive game but good fun to play.

TWEET, TWEET !



**THE BUDGIE COLUMN**

**WITH RICHARD TAYLOR**

## MERCENARY

NOVAGEN - £2.99

I, like so many other people, played this game when it first hit the scene and was totally amazed by the graphics and sheer speed of it. Playing it again now it seems a bit tame and, well, slower than I remember. This is not to say that it's not a good game.

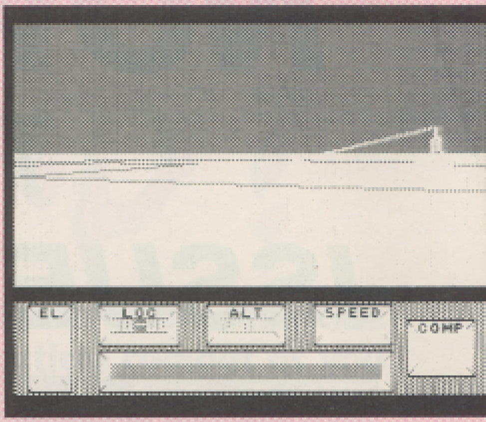
The graphics are still pretty smooth and fairly fast and they respond well to your joystick instructions. And the colour, although limited, fits quite well.

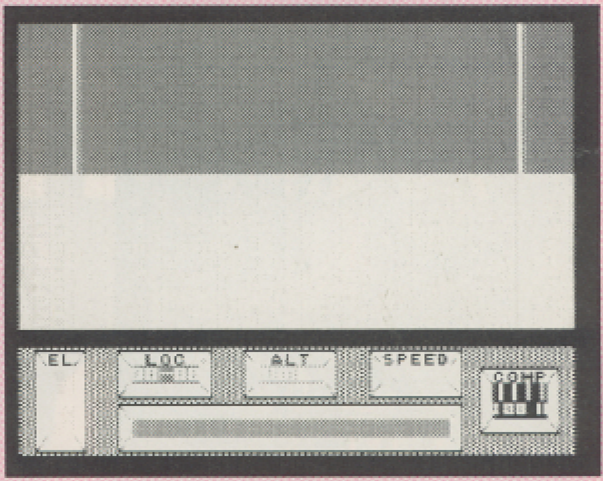
The idea is to explore the city of Targ and eventually gain sufficient equipment to enable you to escape. During your jaunt through Targ you will encounter many vector-graphical structures reresenting buildings and objects that must be put to use to help you solve puzzles and get out of town.

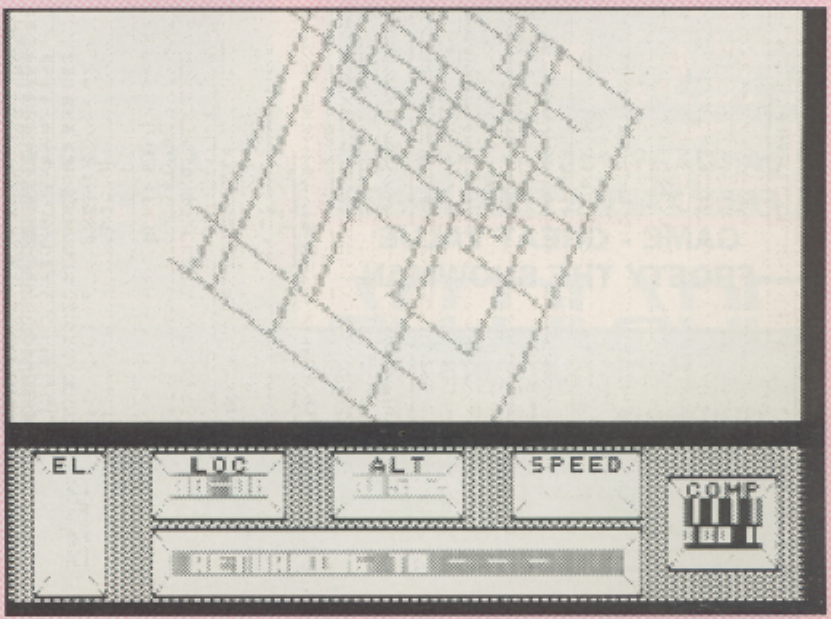
There are jobs to be had, things to buy and cheese to fly around on. All quite weird and wonderful, challenging and absorbing.

A real classic game on the old 64, one that should not be missed by people who did not catch it first time around. At this price, with the second city included, it really is great value for money.

**SKORE ✪✪✪✪ 1/2**



# NOW IS THE TIME

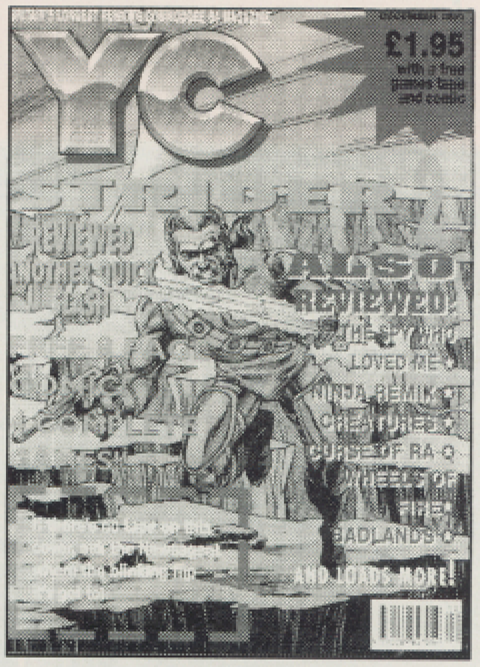
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

# MERCS

**We told Jason Miller to test out Mercs and the next thing we knew, he'd been picked up for car theft at the executive car park – maybe he misunderstood.**

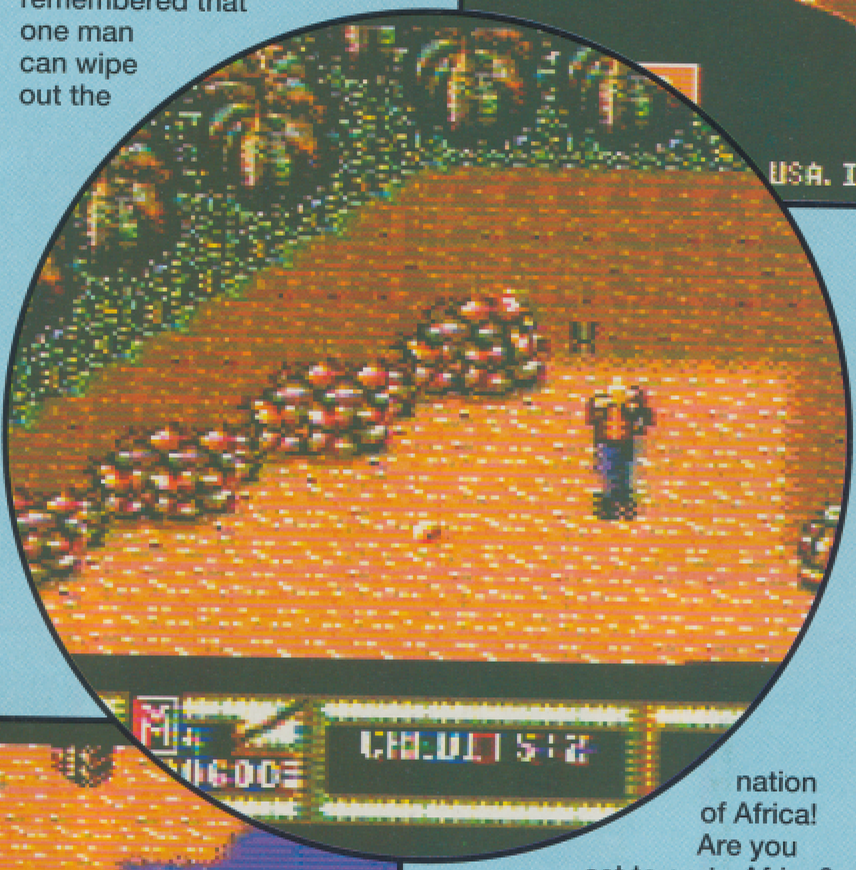



Whilst touring in central Africa, trying to obtain a suntan a group of Zutulan revolutionaries decide to have a bit of fun by kidnapping an ex-president of the United States of America.

What the hell is he doing there? I here you cry! On a peace assignment for the peace of the world, far out man, peace to all brothers and love thou neighbour yeah! A typical hippy attitude towards life.

That could be the reason for saying at the beginning of the game "Winners do not use drugs" but they come very close to becoming a champion, saying no names, don't they?

The Americans decide they will not send in military intervention and lose loadsa lives. So they can send in the Mercs to stop the entire Zutulan rebels, of course! I should have remembered that one man can wipe out the nation of Africa! Are you set to go to Africa? You are a trained soldier and an expert in anti-terrorist tactics.





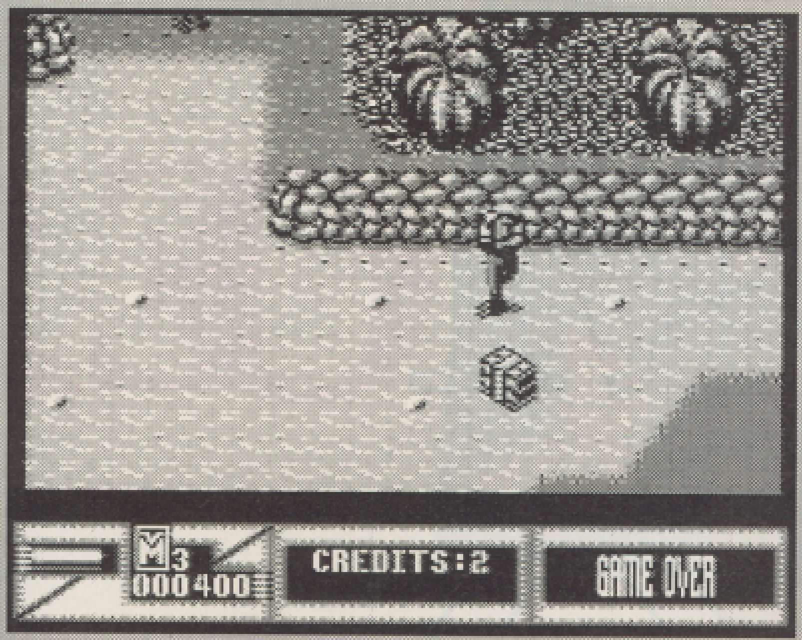
So with all that training go and beat-em-up the way mercs do, giving no mercy to the enemy (whilst Julia Roberts would sleep with the enemy. I know which one I would prefer and its a different sort of action packed fun). (Er... oo-er! Ed.)

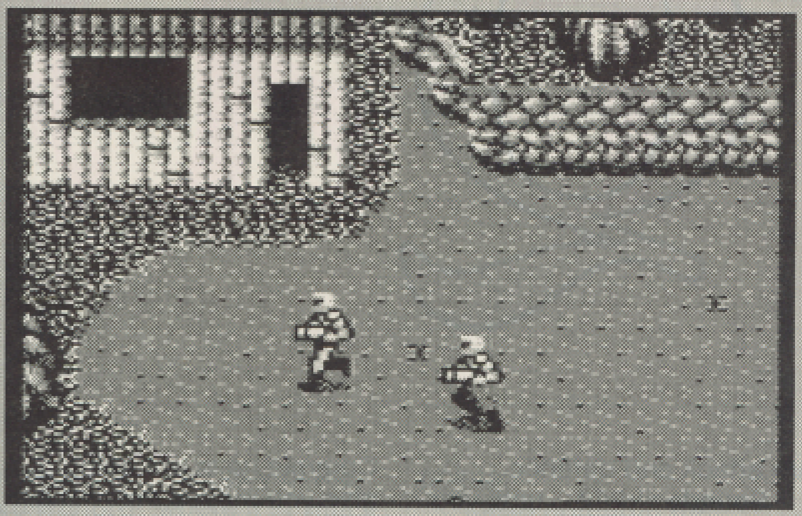
Mercs is split into eight thrill packed levels containing, game play straight outta "Beach Head", where the enemy is ready to destroy you or an "Airbase" where the fire power is beyond belief.

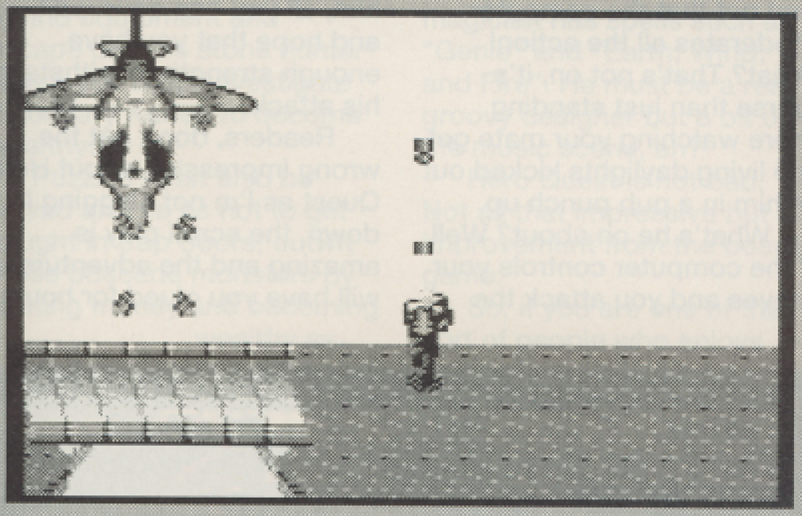
This section is the heart of the matter and the life of the president lies in your hands.

Shoot everything in sight as crates hide energy, weapons and a Megabomb. Also collect as many medals, as when you kill all those innocent and the not so innocent Africans you can become a hero and have a chest full of medals. (Don't normal men have hair on their chests? Yes, but you're a Merc super-hero.)

Merc is a rather hard game to play, which makes it more interesting than the other commando beat-'em-ups as, if you can complete a game in just a few tries, you will get bored of the game and put it to the side. The graphics and sonics are pretty trendy indeed with a very smooth game play.





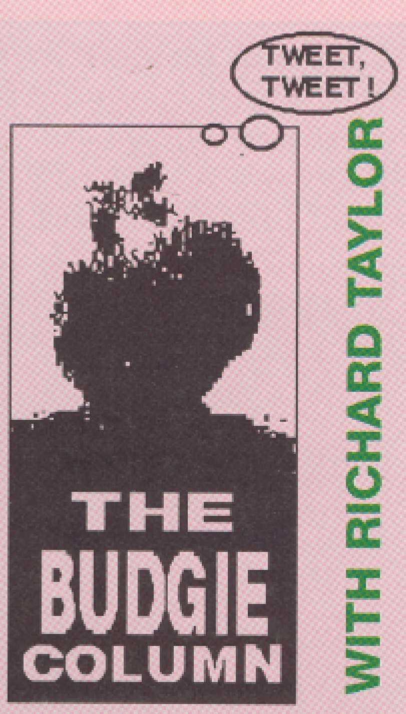
**CREDIT CARD**

| SONICS | GRAPHICS | FIX FACTOR | HALF LIFE |
|---|---|---|---|
| OK but can become annoying after a while. | Fast and smooth game play well defined. | Very hard to complete but you'll be glued to your seat... | ... Until you have rescued the president!. |

**NAME:** MERCS.
**SUPPLIER:** US Gold.
**PRICE:** £10.99 tape, £15.99 Disk.
**RELEASE DATE:** Out now.

**OVERALL** 56%

Thrilled with fast-action packed fighting from the off.



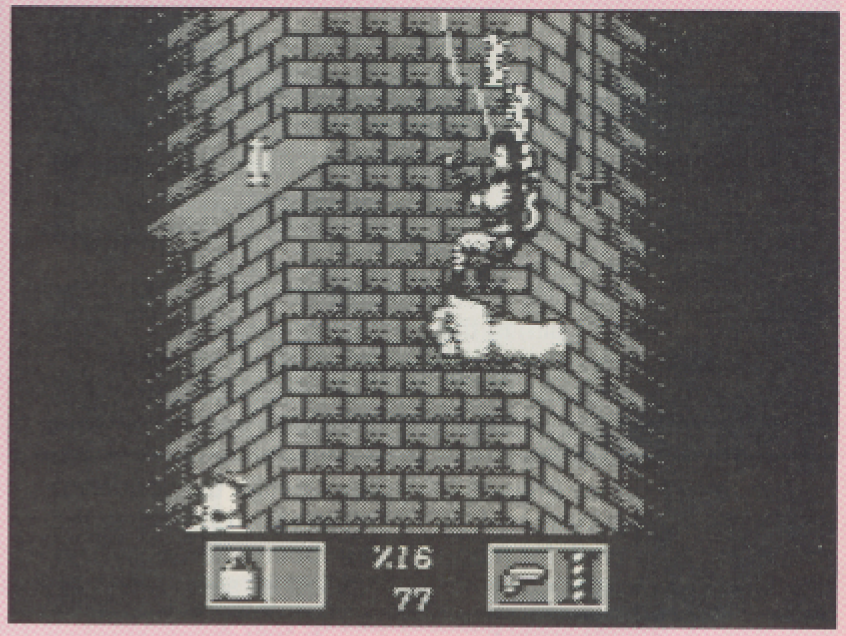

**WITH RICHARD TAYLOR**

Ghostbusters. That was the only good thing about it, I thought, and might well have been the same with this.

In the first part you must guide an intrepid ghostbuster to the bottom of a sewer to pick up some slime samples. On the way down you encounter various irritated ghouls that should be destroyed, for their own sake really.

As you are lowered down, you can swing left and right to pick up objects and energy bonuses. Weapons can be changed about as you drop.

If you complete this, the 'Busters go on to clear up



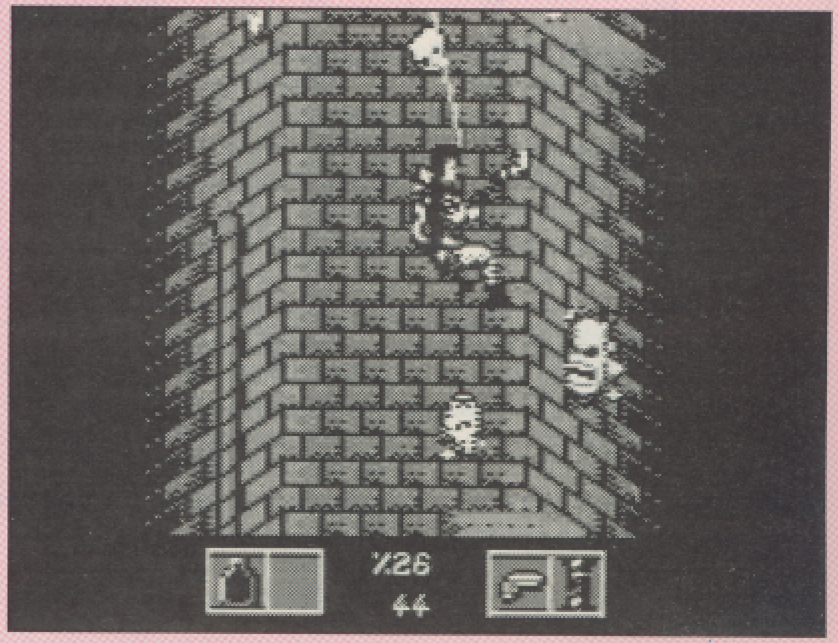

## GHOSTBUSTERS II

HIT SQUAD - 2.99

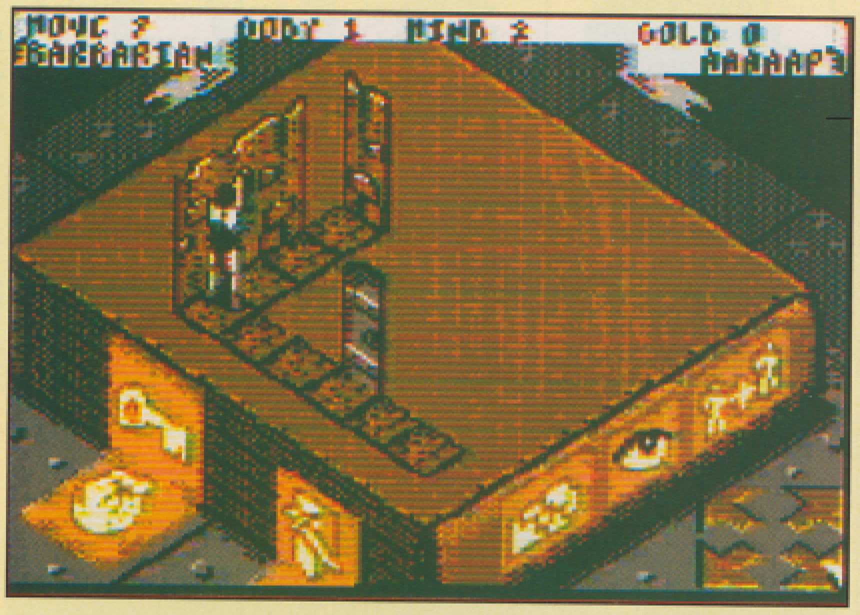
This game doesn't have the speech that blew everyone's socks off in the first Broadway and finally the museum. If you complete this, then who knows?

I found it a bit of a bore, which may be to do with me not being a GB fan. If you are a fan you might like it for the sake of its name.

**SKORE ✪✪**



**Jason Miller's** not afraid to battle with demons and trolls but he went a bit white when we only gave him dice to do it with!



# HE
# QU

Gasp in horror or amazement! The board game Dungeons and Dragons has been designed as a commie adventure game (again) in the form of "Hero Quest".

So with no hesitation I grasped my joystick and set forth to accomplish the mighty task that lay ahead.

"Why is it a mighty task?" I hear you say. Well, for many decades the legions of Morzar the Lord of Chaos have destroyed all. Even the bravest of the brave warriors of the Empire have turned and fled with their tails between their legs!

Hero Quest is a fantasy role playing game with a dash of "let's stick it to 'em! Boot 'em in the head!" too.

You have the chance to role-play the Magician, an Elf, a Barbarian or a Dwarf, who all have their own characteristics, strengths and weaknesses (because, let's face it, a Barbarian or a Dwarf is not going to be able to cast a spell and the Magician won't have a clue about weapons, eh? Then again, Lionel Blair didn't have a clue either and look were he got).

The computer controls all the movements of the evil Wizard and therefore giving you more trouble than you could have anticipated.

A typical board game is long and sometimes tedious, but you won't find that with this game as - yes! - you have the chance to play with up to four players at a single time, tell me how many computer games can do this for entertainment.

Just because it's on your Commie, matey, doesn't mean the rules of the board game change, either, since these old veteran dinosaur people stick to traditions. This means only a few rules have been altered as new ideas must seep through, this can only lead to better gameplay on the computer version.

Hero Quest has an outstanding amount of levels, too. In fact, a staggering 14 levels, but the primary rule is to always start with the Maze.

This level has a fabulous scenario and you can't go wrong unless you run into the evil wizard.

Just like a board game you move in turns using the dice symbol.

Stop! Do not go despair and go round shouting those unruly swear words as the game is not that boring, it is more fun than those Sunday mornings at Grandma's house having to put up with the same old conversation.

But I know you like adventures with maybe a few tactics and beat-em-up parts thrown in, well this has them all. Combat is not combat without you doing the actions and getting the feel of your man as combat is split into two different stages. Which are attack and defence.

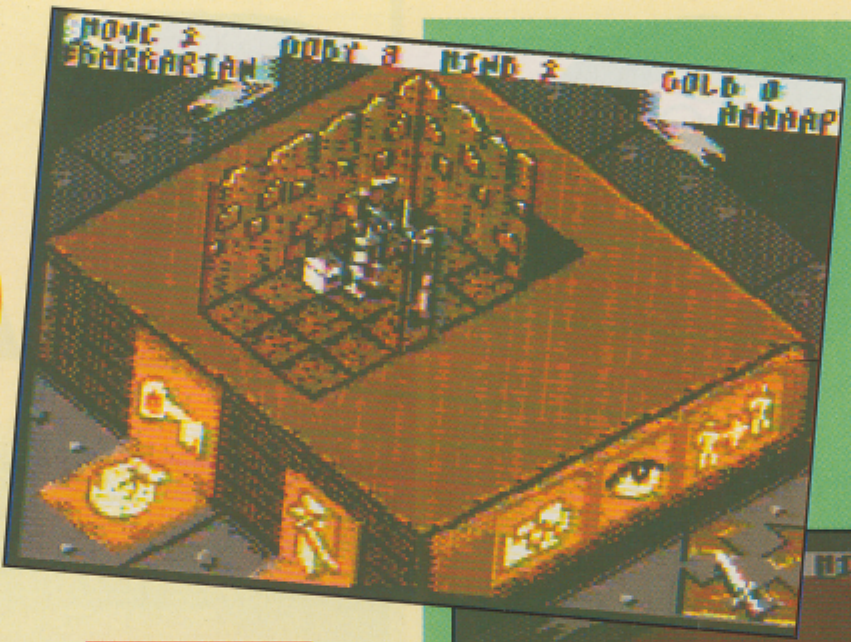
Sounds alright... until you find out that the computer moderates all the action! What? That's not on, it's worse than just standing there watching your mate get the living daylights kicked out of him in a pub punch up.

What's he on about? Well, if the computer controls your moves and you attack the Commie he is not going to give you moves that will kill him, all you can do is wait and hope that you have enough strength to withstand his attack.

Readers, don't get the wrong impression about Hero Quest as I'm not slagging it down, the scroll play is amazing and the adventures will have you glued for hours



# RO
# EST




✪ Jason The Barbarian strides purposefully through the dungeons of doom, slaying monsters with a slash of his sword and a throw of his die. Don't you wish you could be just as beefy as him, readers?!




on levels like "Legacy of the orc warlord" where it is vital to find equipment and escape or "The stone hunter" where you must investigate legendary Karlen to become wealthy.

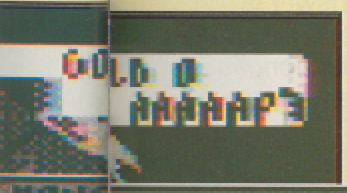
Puzzles must also be solved and so as not to get caught in trap doors, outwit those obscene monsters by gaining money and becoming wealthy as this will boost your body strength and gain you more body points.

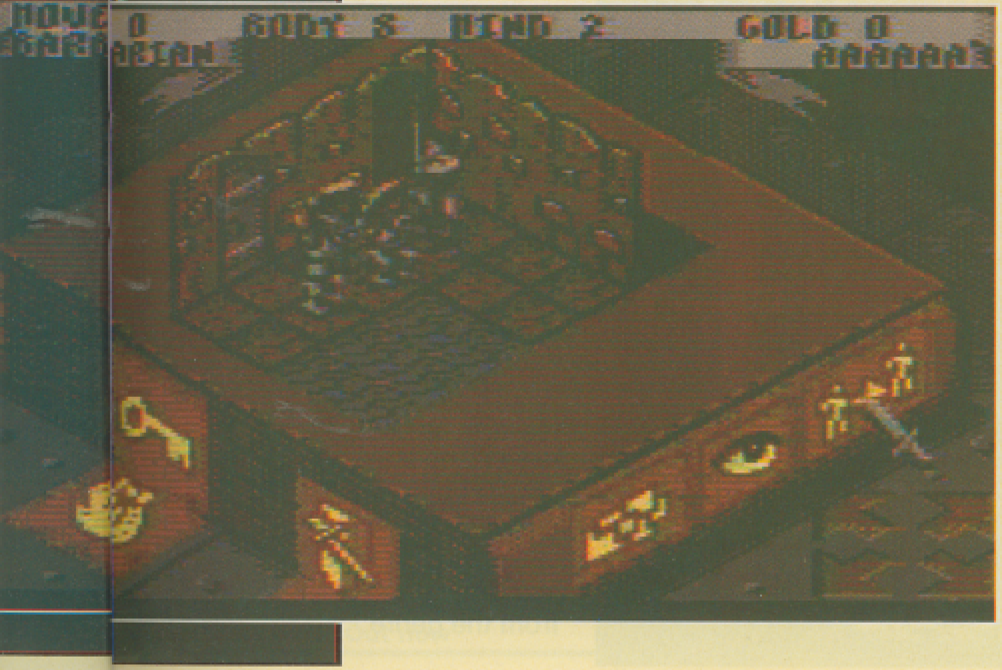
I also note that the magician has spells such as "Genie" and "Earth, Wind, and Fire". He must be a real groovy designer but a bit off the music scene, eh?

Hero Quest is not bad. Not all that impressive but an improvement from the board game.

So, if you are one of the sort of people who enjoys fast action-packed games I advise you to give this one a miss, as this sort of game is for your typical stamp collector.




**CREDIT CARD**

- SONICS: Nothing to talk about
- GRAPHICS: OK, but nothing to boast about
- FIX FACTOR: Gripping for stamp collectors
- HALF LIFE: You could be there for hours

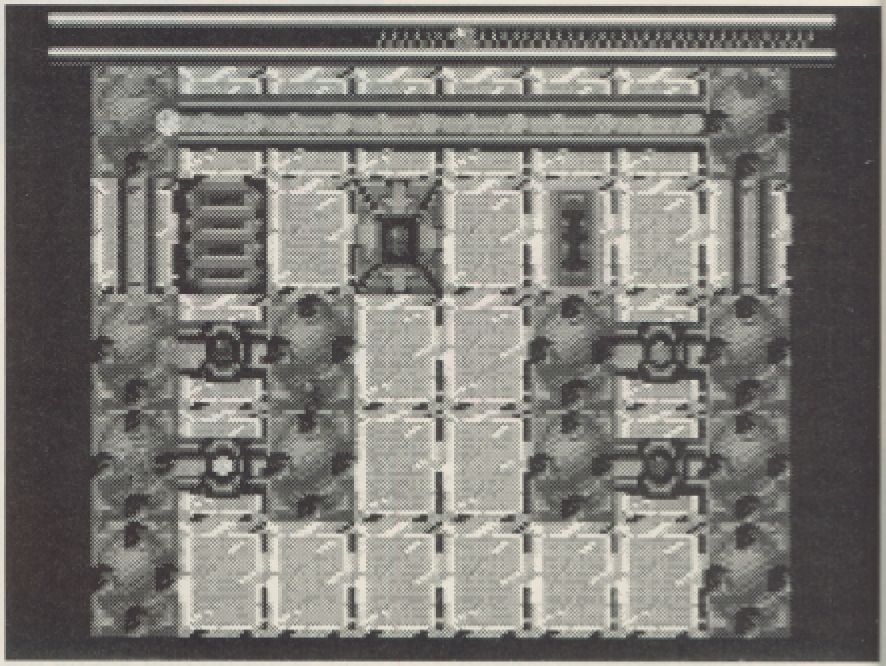
**NAME:** Hero Quest
**SUPPLIER:** Gremlin
**PRICE:** £10.99 tape, £15.99 Disk.
**RELEASE DATE:** Out now!

**OVERALL 62%**

Finally, the computer version of the board game.
Was it *really* worth the wait?

# LOG!C

**Everybody knew that Jeff Davy had already lost his marbles but now Rainbow Arts have put them in a puzzle game!**



There seem to be as many puzzle games around as driving games at the moment. They land on my desk and seem to say: "Hello, I'm a new and even more fiendish puzzle game, I bet you can't work me out!"

But, unlike Gem-X last ish, I've twigged this one, oh yes. And it goes like this...

Marbles, and plenty of them.

They come one at a time from the side of the screen (who knows who's throwing them) and roll (looks more like 'slide') up and down a tube-like marble-run until they find an empty slot in (depending upon the fiendishness of the level) one or more four-hole wheels.

These top wheels are connected to a network of others and, by spinning the wheels around and pulling the joystick in a certain manner (Oo-er!), you can send the marbles roll... er... sliding around the grid.

You do all this for a particular reason. To finish a screen you must 'explode' every wheel on it. This doesn't mean dynamiting it and losing it from the game (although that could well have made the game more interesting, if not much more exciting!), it means filling a wheel with four similarly-coloured marbles, at which point it explodes!

To make things difficult, not all the wheels are connected to each other and sometimes there may only be one or two wheels as an entrance to a massive grid of other wheels.

As the levels progress, restrictions start cropping up on some of the connecting chutes between wheels, only a certain colour can pass down a chute, things like that.

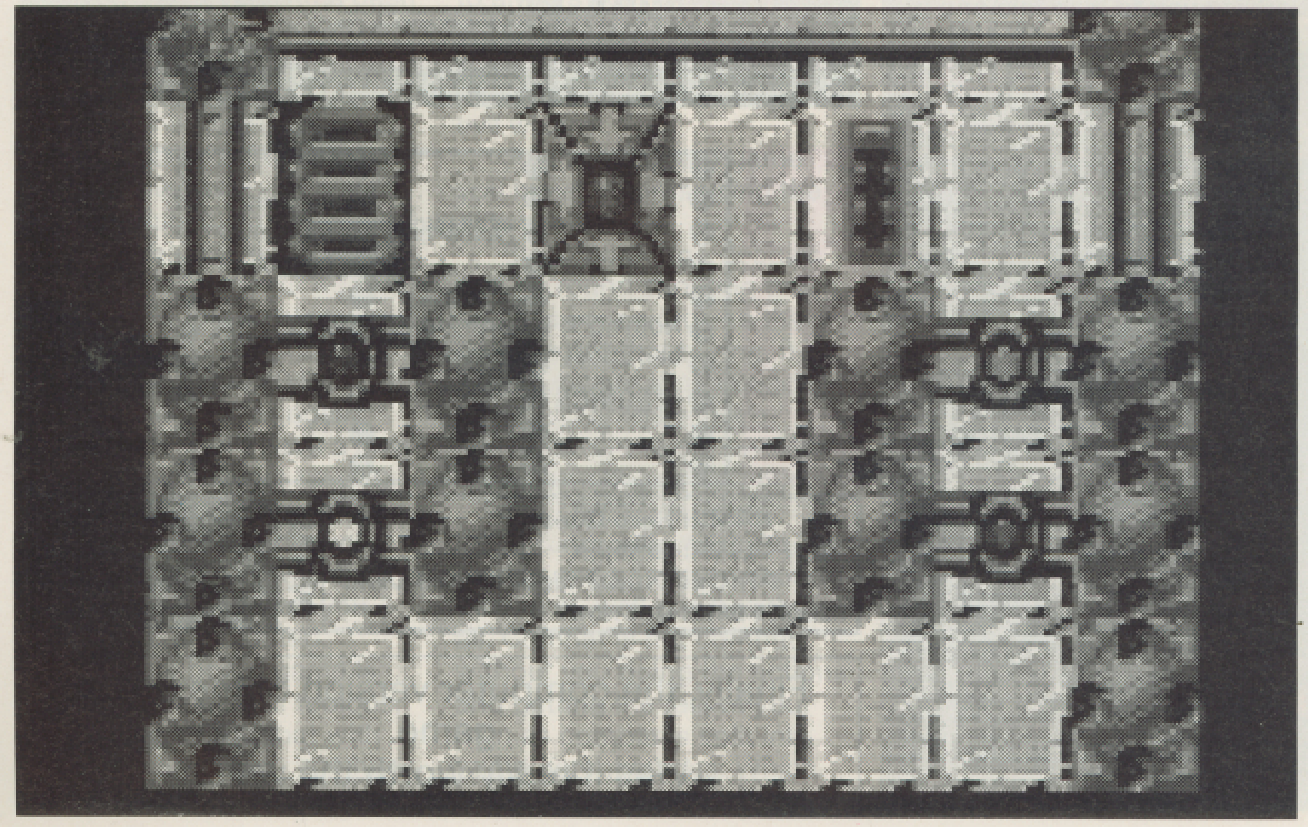
And what makes it the most difficult and awkward of all is that the marbles (appear to) arrive randomly. Of course, if you're trying to fill a wheel full of one particular colour and you're waiting for the fourth matching marble, you'll probably say that it's not random at all but working against you, as you pile away another wrong-coloured bead. But that's part of the fun!

So, like all puzzle games, it appears eminently simple but in practice it's a real pain. An addictive pain, of course.

Now, I hear you ask, what have Rainbow Arts come up with? Well, the answer is: another damn good puzzle game for the collection, as if you didn't have enough of them already.

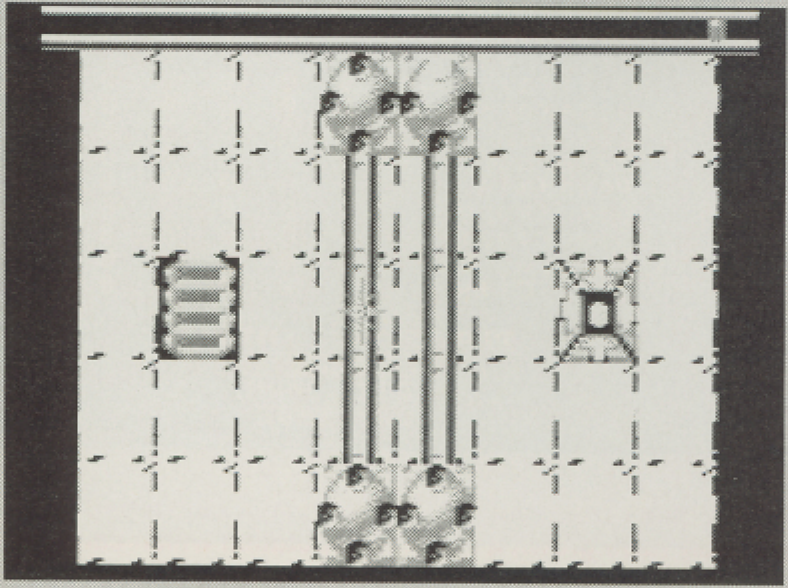
The graphics might be pretty poo-er, in fact they ARE pretty poo-er, but the jolly tunes will egg you on as you experience the grip of the game's best element - its gameplay - which is stupendous. You wouldn't credit such a small, unassuming, puzzle game with such addictive gameplay.

So I have no reservation in saying that Logical is this month's star puzzle game and is worth shelling out the readies for if a) you like this sort of thing or b) you haven't bought a puzzle game in a while and are feeling withdrawal tinges from the genre.



# CAL



This month's star puzzle game:
Come on down Logical!

**CREDIT CARD**

**SONICS** Chirpy tunes through-out

A bit poor - the marbles

**GRAPHICS** look more like Gem-X's gems!

**FIX FACTOR** You'll be gripped immediately by the fiendish puzzling action...

**HALF LIFE** And still at it, tearing your hair out, weeks later!

**NAME:** Logical!
**SUPPLIER:** Rainbow Arts
**PRICE:** 10.99 tape, 15.99 Disk.
**RELEASE DATE:** Out now

**OVERALL 80%**

TWEET, TWEET!



**THE BUDGIE COLUMN** WITH JASON MILLER

## QUATTRO 4 CARTOONS

CODEMASTERS - 2.99

Code Masters have been at the compilation lark again, this time with four of their 'Cartoon Time' games...

In Frankenstein Junior, Franky has to solve mystery of the whereabouts of his father's body! He has to be careful not to have his heart broken into many pieces by ghosts and the like as he plods around a creepy house. It's a hilarious game, full of action.

Little Puff sees a cute character getting heavy-head-hassle from the toll collector. If he doesn't pay up, he can`t go home (aaah, poor Puff). But! By collecting magic potion he can breath fire and become a real dragon.

This makes it easier to collect four letters to give to the toll man. With Little Puff, fantastic animation of the cartoon figures goes with great gameplay (Oi! Are you reading the box? Ed).

Creatures with no bodies play a starring role in Wizard Willy, such as eyes winking at you – it must be your lucky day!

Willy must 'zap' and 'kerpow' all the evil gouls and guardians in the dungeons with his magic powers.

Stan and Olli were a funny bunch of guys in their time, now here come Olli and Lissa. In Olli and Lissa 3, Olli has the misfortune of having



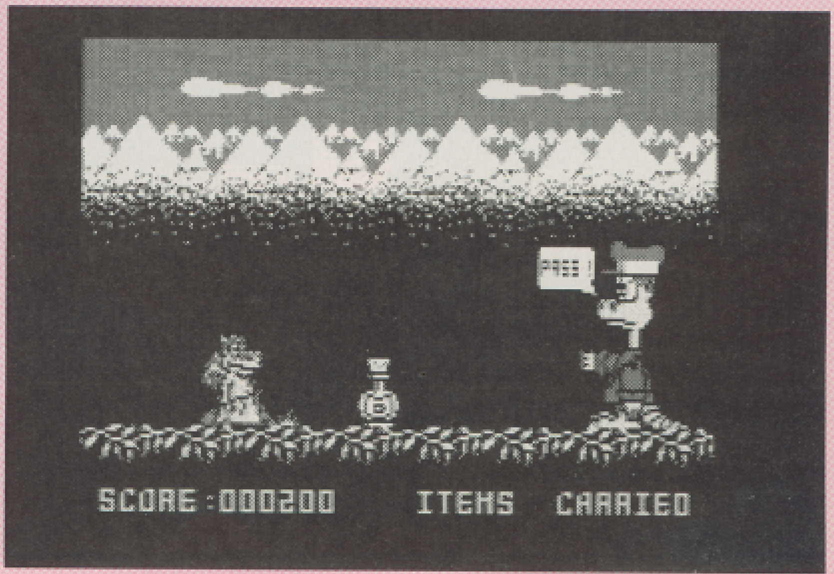
to find the pieces of Lissa's car.

He must go through thick and thin with his nose to the floor, spying through a magnifing glass, looking for clues, because this is a puzzle/arcade-adventure game.

The construction of this game is well thought-out, with some real rib-tickling actions on the part of Olli.

Code Masters have put together four rather good games and for this price you can't really go wrong, unless you have them all already!

**SKORE ✪✪✪✪**



# MULTI-PLAYER SOCCER MANAGER

**Jason Miller** puts on his Brian Clough false nose and his Ron Atkinson fright-wig, ready to play ball with another D+H footie offering.

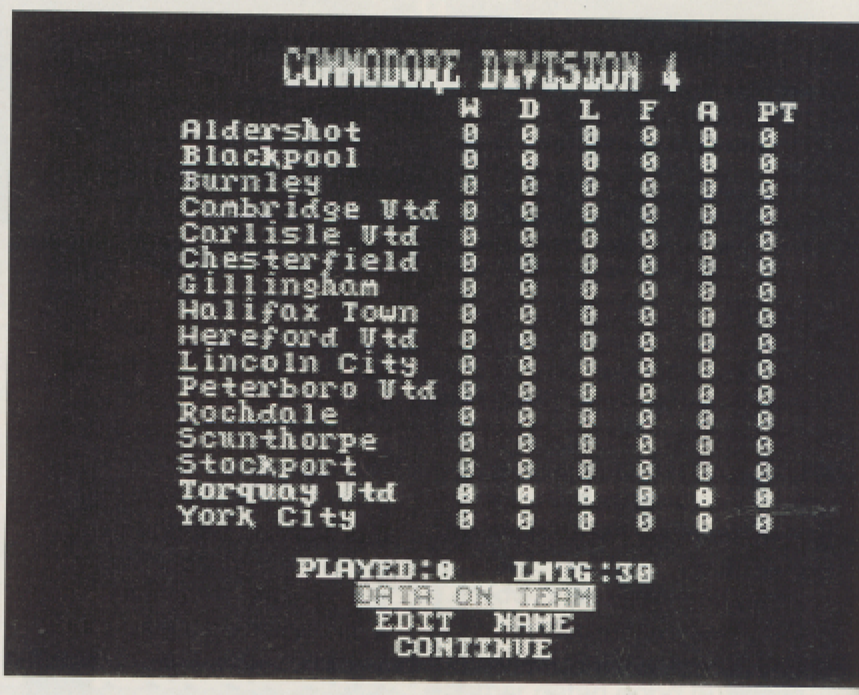
Are you as sick as a parrot, like most of the football managers of today, who pull their hair out when the results don't go their way?

Well, you can step into their slip-on shoes with this 'un.

From the terraces of "El Estadio Bernabeau" of Real Madrid with my scarf and flame-thrower (Flame-thrower?!! Ed), giving football that element of excitement, I was grabbed by YC to give a view on this new footie game simulation.

MPS is a management game, where it is your task to manage your team against 60-odd computer-managed teams or 3 non-computer players (i.e. your friends, if you have any). What more do you want? If you want something that'll take a while, this is it.

I can tell you for nothing that you will need a pack of




Gilette Blue razors, you'll probably have grown a beard before you have even got half way through the season.

But the good things do come to those who wait, because as footie manager games go, this is one of the best. The strategy behind the game must be mastered if you are to win and, once you're hooked, you'll be there for hours, awaiting the results and hoping that the teams above you lose just like the real thing!

The other side of footie is also in play. The old hooligans and their bottles of beer cause trouble when ever they can. Yobboes are hard to keep down and they give your club a bad reputation which can lead to a fine.

Money is very important, there being a financial aspect to this game - so you'd better hope that you don't get to manage Millwall, or you'll be bankrupted in minutes!

One thing to be noted is that there's no arcade element to it. Not even any game highlights throughout the whole 30-week season, the League and FA cup ties also. Despite this, the idea of competing and trying to become the best manager in England is some task to behold, with your technical ability put to the test. You need to know things such as



## CREDIT CARD

| | | | |
|---|---|---|---|
| A remarkable "GOLDEN SILENCE", i.e. nothing! | The Icon illustration is a bit of 'alright'. ◀GRAPHICS | Amusing for a footie fan. ◀FIX FACTOR | ◀HALF LIFE If hooked, you'll have a beard like Santa Claus. |

**NAME:** Multi-Player Soccer Manager.
**SUPPLIER:** D & H Games.
**PRICE:** 9.99 tape only.
**RELEASE DATE:** Out now

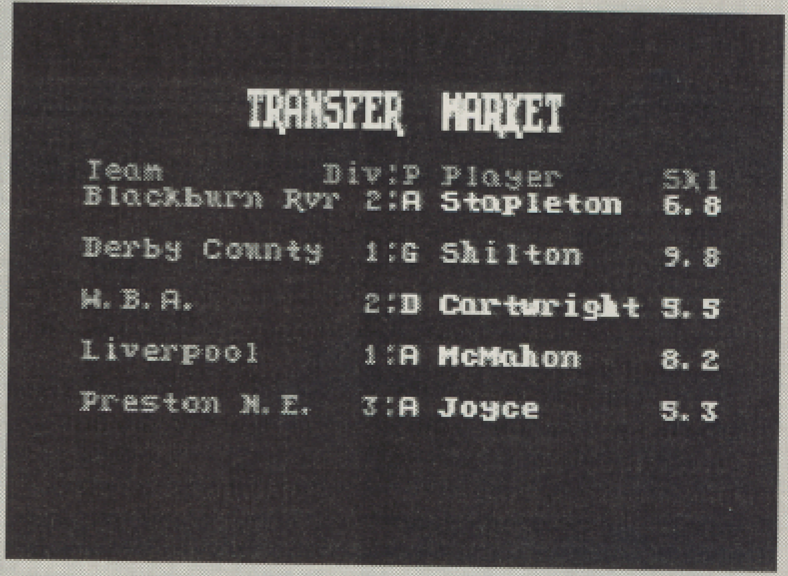
**OVERALL 60%**

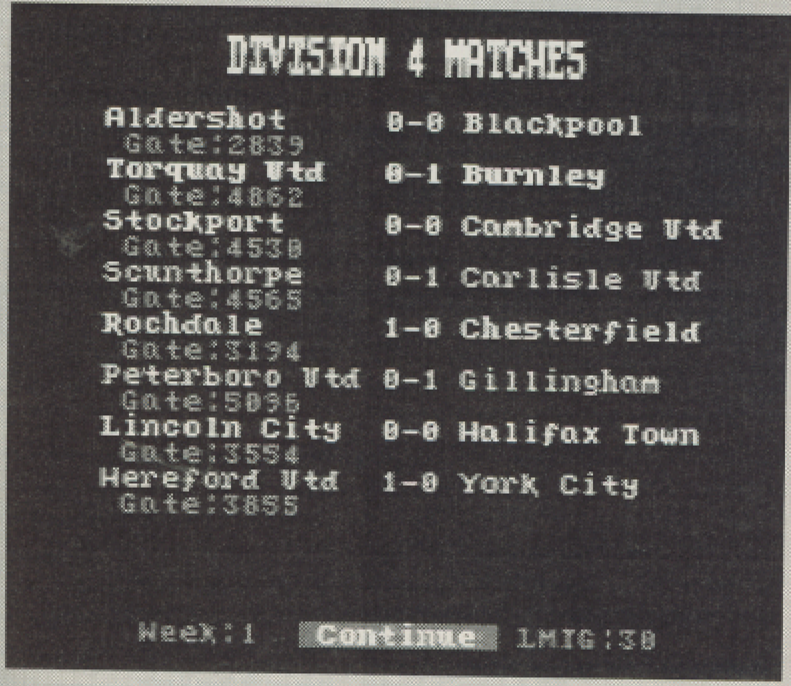
If MPSM was a football team, it would be in the Sunday League, probably.

which player to buy or sell at the right time in the season, in order to gain the best result.

If there's one thing that this icon-controlled game does do, it gives you a better understanding of behind-the-scenes at a football manager's office, the pressures of things such as good attendancies and whether you'll have a fantastic financial record, TV coverage and large amounts of success and adulation.

This is a real footie-fanatics game and will have you (if you are one of them) glued to your seat, playing all day on your 64!







## THE BUDGIE COLUMN

### WITH JASON MILLER

They are mad/brave enough to die for their country, are you?

***BIONIC COMMANDO***
Charge up those batteries and put them to good use! Not in your walkman but in your bionic arm -all the Elite fighting force have arms that can do strange and peculiar things (oo-er).

The force of the punch from that arm would even have Mike Tyson dazzled and thank God, because the aliens have once again decided to attack.

You have to swing from platform to platform, punching out their little alien eyes in this flowing, action-packed game.

The whole Multimixx pack is certainly worth your cash. These games are a lot of fun.

**SKORE ✪✪✪✪**




## MULTIMIXX 3

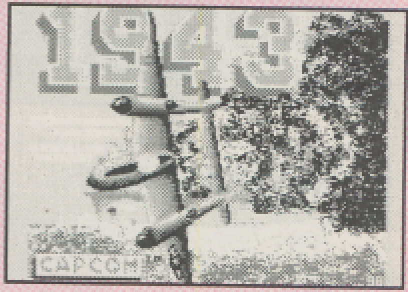
KIXX - 4.99

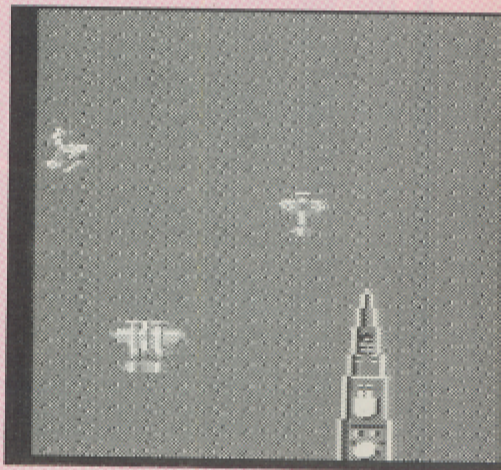
***STREET FIGHTER***
Do you have trouble kicking your way out of a paper bag? Well, do not despair, the arcade game "Street Fighter" has arrived on the old Commie on budget.

So pack your bags with those knuckledusters, etc and take a trip around the world, beating everyone up for the fun of it. No holds barred, no rules! Suck it to them where it hurts!

On budget, this weighs in as not just your average beat-'em-up.

***1943***
Put on those Ray-Ban glasses and that leather jacket! The Pacific sky's the limit and it's your turn to be a hero like Tom Cruise, flying in a P38, destroying Japanese battleships, blasting away through the flak-filled skies at those crazy Kamikaze pilots.



**C'mon, we all know that you don't lock yourselves up in your bedroom with just your commie to keep you amused. In fact, we'd wager that you occasionally dabble in other forms of entertainment too. In Big Thrills we tell you exactly what's kickin' at the moment...**

| | |
|---|---|
| ✪✪✪✪✪ | - Go for this immediately!!! |
| ✪✪✪✪ | - Well worth spending time/dosh on |
| ✪✪✪ | - Not a bad effort, worth checking out! |
| ✪✪ | - A tad mediocre, only worth it if you've really got nothing else to do! |
| ✪ | - A pile of crap! |

**CONTRIBUTORS: Jeff Davy, Rik Henderson**

# MUSIC



## BILL PRITCHARD - Jolie

It's serious-time this month in the music corner of 'Big Thrills'. At YC, we find there is a time for sitting down with our feet up and listening to something that doesn't involve loud, searing guitars and frantic drumming (even if that's the sort of music we normally die for).

Bill Pritchard's new LP provides just that. There's guitars in there, but rather good laid-back guitars. There's ever-so-thoughtful songs, too, about life, the universe and everything. It's all done with style and grace, with a hint of long-suffering humour and experience.

If you're looking for something that's worth slapping on the stereo which isn't run-of-the-mill rock/pop/dance, then Bill's your man. Even if he does look a bit silly in the photographs!

# VIDEO

## BACK STAB

**20/20 Vision**
**(Certificate '18')**
**Stars: James Brolin, Meg Foster**

If you're into incredibly dull American thrillers and court-room dramas you'll really be into this movie. If, like me, you only appreciate good thrillers, with original plots, more twists than Chubby Checker, and real, hard action, you'll find Back Stab a load of daytime TV crud.

Architect Cliff Murphy (James Brolin) has been set up in a murder case and he's sent to jail. His lawyer (Meg Foster) can't save him from that fate, but does try to help him once he convinces her that he's innocent. It's all been done before, the acting is as stale as three year-old bread and the ending is so predictable that anybody who watches it could set themselves up as fortune tellers.

**✪ (for the bonking scene)**

**RH**

## OPPORTUNITY KNOCKS

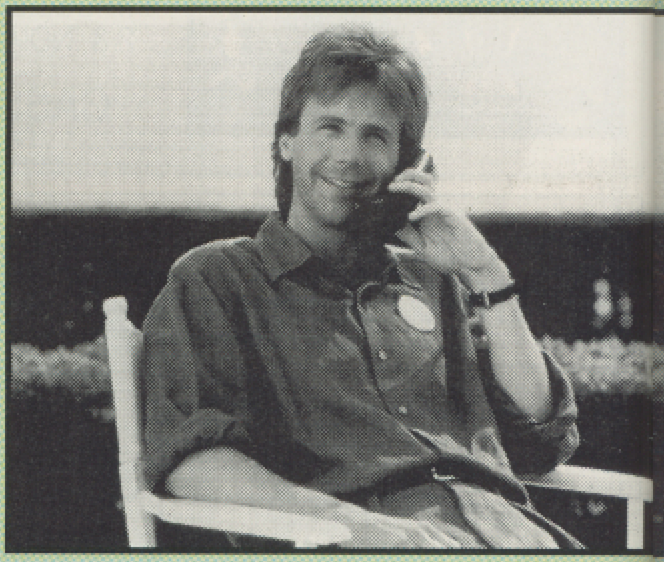
**Guild Home Video**
**(Certificate '15')**
**Stars: Dana Carvey**

Isn't Dana that Irish singer who does an awful lot of Chrimbo specials on TV? Er, wrong Dana! Dana Carvey is a comedian who hails from the American comedy show Saturday Night Live (breeding ground for people like Dan Ackroyd, John Belushi and Steve Martin), and although this isn't his first movie, it's certainly his best.

Eddie Farrell (Dana Carvey) is a con-man who gets in over his head when he's mistaken for a very successful business man, but recognising a good thing, he plays along to hilarious consequences. The action is fairly fast paced, Carvey is a natural at playing the fool, and a good support cast take a mediocre plot to reasonable heights. American comedies can sometimes be only funny to those involved in the project but Opportunity Knocks has that free-flowing humour element that makes it genuinely funny enough to appeal to a British audience.

**✪✪✪✪**

**RH**



## AIR AMERICA

**Guild Home Video**
**(Certificate '15')**
**Stars: Mel Gibson, Robert Downey Jnr.**

Air America is not what you'd expect it to be. It's not a typical Mel Gibson action movie, and it's not a Robert Downey Jnr. comedy. In fact it's got elements of both, but would probably be best

# COMICS

## HORROR IN THE DARK #1

**Fantagor Press**
**For Mature Readers**

Just like all the rest of the horror anthology comics that we've seen over the years, Horror in the Dark sets out to shock us and try to make us so spooked that we won't be able to sleep at night. What the creator doesn't realise is that what we don't particularly want is a few select tales about mummies, zombies, and things that go bump in the night.

Subtle horror is far more scarey in this day and age. Take Stephen King's Misery, for instance, not a single cliched spook in sight, yet it's much more frightening that the Creature from the Black Lagoon. And although we're presented with three tales of carnage, with some of the best computer art ever seen on two of the strips, its so old hat that the rim's fallen off and the bowler part has been caved in. I'd be more scared by the poll-tax inspector!

✪

RH

## SLANG #2

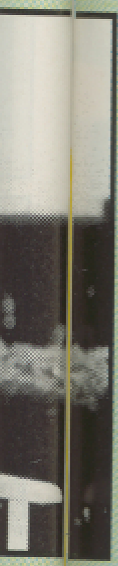
**Slang Publishing,**
**11 Elm Grove Road,**
**Salisbury,**
**Wilts,**
**SP1 1JW.**

Slang is a very good independent comic that deals with social issues, whilst crossing them with a spot of humour and a good helping of surreality. What it keeps away from, unlike many comics in this bracket, is the Viz style strip and would be best described as Deadline without the boring bits.

Its a little gem that I found tucked away in a Camden comic shop, but you should write to the above address and find out what it's all about yourself.

✪✪✪✪

RH



described as a road movie in the air.

Robert Downey Jnr. is an unemployed pilot, having recently been sacked from his 'Spy in the Sky' spot on radio. He is recruited by the States air force to fly supplies in an around the country of Laos, a few thousand miles away from the war-raged Vietnam. Mel Gibson is already an experienced employee of 'Air America', who are secretly helping the American war effort in private.

The plot chugs along and has many undertones (drug running, unnecessary danger to pilots, etc.) although fails to concentrate on any one of them, and therefore is more a view into what happens to our two stars than actually captivates you with a storyboard. Although it'd keep you entertained for a night, I can't help wondering whether it'd be as worthwhile if it wasn't for the main actors?

✪✪✪1/2

RH



# FILM



## THE NAKED GUN 2 1/2 - THE SMELL OF FEAR

**Paramount Pictures**
**(Certificate '12')**
**Stars: Leslie Nielsen, Priscilla Presley**

A plethora of jokes and belly laughs that make your eyes water and other parts of the body dribble - is how I'd describe the first Naked Gun movie, and because it was so superbly funny it's very hard for this sequel to live up to its expectations.

Needless to say that it doesn't, I mean after all it is a follow-up, and the track record of sequels is pretty poor.

Naked Gun 2 1/2 DOES have a few choice moments though, and could easily be described as the funniest movie of the year. Frank Drebin (Leslie Nielsen), you see, is a bumbling cop who has been the brunt of some hilarious escapades across the two films and the TV series Police Squad, and if you're a fan of the Redrock ("It's not red, and there's no rocks in it!") ads, you'll love all of it.

✪✪✪✪

RH

## ROBIN HOOD - PRINCE OF THIEVES

**(Certificate '12')**
**Stars: Kevin Costner, Morgan Freeman, Mary Elizabeth Mastrantonio**

"Kevin Costner, Kevin Costner, riding through the Glen. Kevin Costner, Kevin Costner, and his merry men. Steals from the rich, gives to the poor. Kevin Costner..."

Hmmm. Doesn't quite scan, does it? That was the (er, updated) theme to the 60's "Robin Hood" TV programme and, to tell the truth, I thought Kevin "Concerned" Costner would fit as badly into this film as his name does into that song.

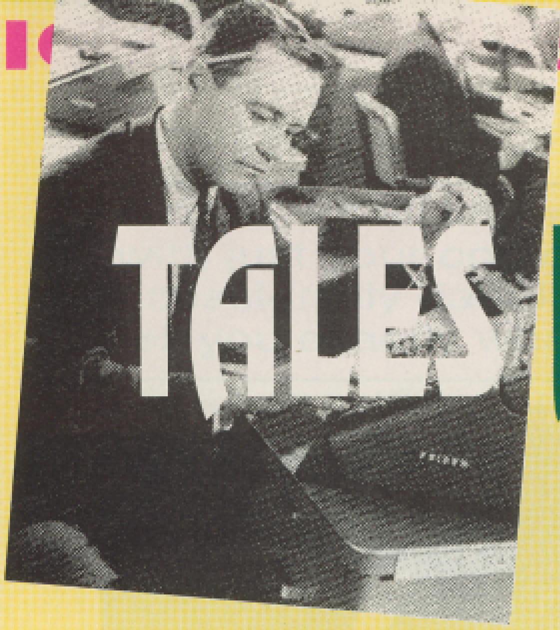
But then I saw the film and I was knocked out of my boots, for verily it was quite good. It's an action-packed romp through olde Englande, in which Robin (Costner - surprise!) comes back from the Crusades to find his castle gutted - he's pretty gutted, too! - and the Sheriff of Nottingham (played very amusingly) riding roughshod over the Land and threatening to take the Throne.

So he goes into the forest and meets a bunch of outlaws (including Brian Blessed and Christian Slater) and Marian - the King's cousin - who, to cut a long story short, fight a lot, drink a lot, and get to a gripping finale which involves much suspense, flashing of arrows and blades through the air and inevitable love between Robin and Marian.

This film is both funny and involving, with a large amount of medieval archery-action. It's a winner.

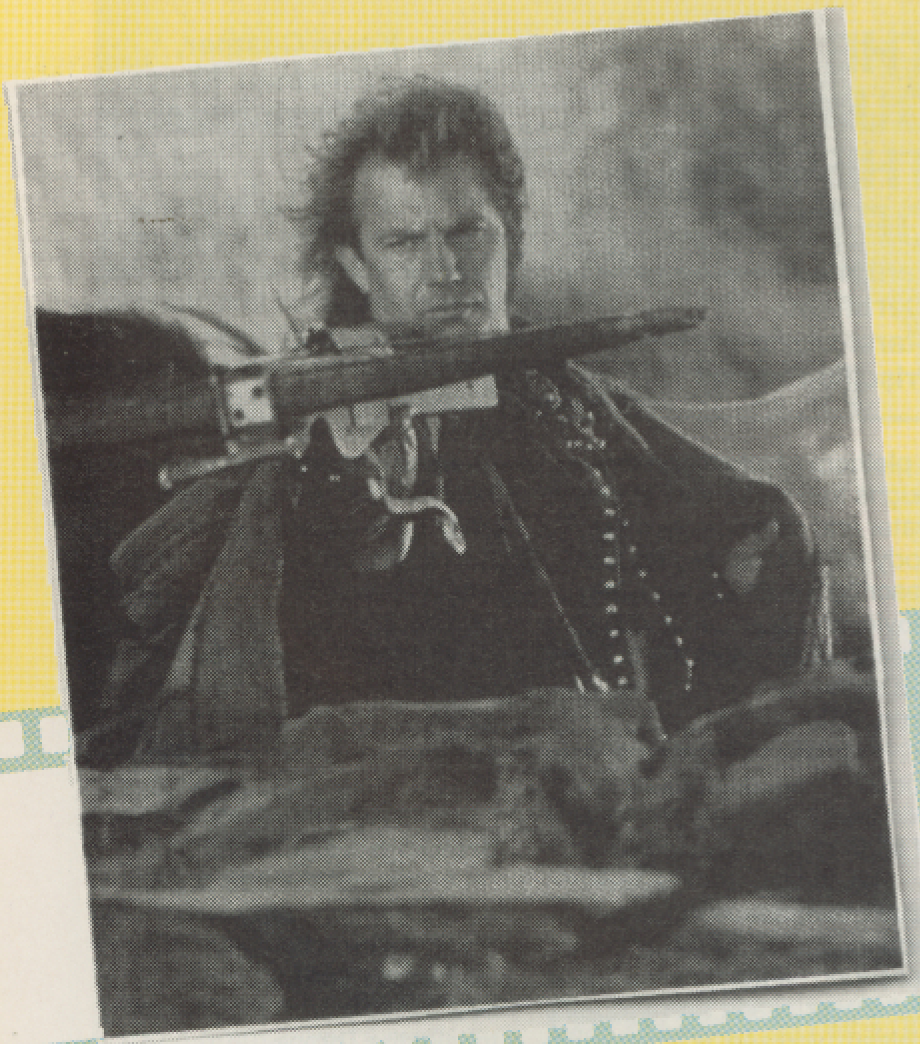
✪✪✪✪✪

JD



# TALES FROM THE SCRIPT II: THE REVENGE

**Dave "Pretentious, Moi?" Hughes** goes on a crazed rock trip to Holland and provides us with the following film news despatch...



## GOEDEN AFOND ROTTERDAM!

Hey, this is not a test, this is koffiemelk and stroop-woffels! That's right, this edition of "Tales..." is brought to you from the heart of Holland (well, actually from a rather seedy back bar in one of the less fashionable ends of the Netheregions), a country incredibly exciting and unfeasibly boring and equal doses - kind of like watching a nice colour of paint dry. But whatever else it is, it's not a country for movie buffs.

If the French (Dutch-subtitles) B-movies or repeat showings of Mr T in D.C CAB on RTL-Plis don't get you, MERMAIDS in Dutch will. Luckily the sex museum provided some welcome relief (oo-er!) from TV hell and the movie world went 'gek' (Dutch for 'crazy') as soon as I turned my MEMPHIS BELLE crew-jacketed back on 'Engeland', so here's a more meatier tales than usual.

## HOOK MINED AND SINKING

HOOK, Steven Spielberg's big-budget fantasy, starring Robin Williams and Julia Roberts, is soon to be teven Spielberg's bug-budget fantasy starring just Robin Williams - PRETTY WOMAN star Julia looks set to drop the project faster than a hot Kiefer.

Pulling out of marriage and a major movie in a single month may be a big step for Julia but it's another blow for the luckless HOOK, well into its six-month shooting schedule with still only bits and pieces in the can.

WHEN HARRY MET SALLY and THE DOORS' Meg Ryan will replace Julia if she does go, but HOOK looks shakier every day.

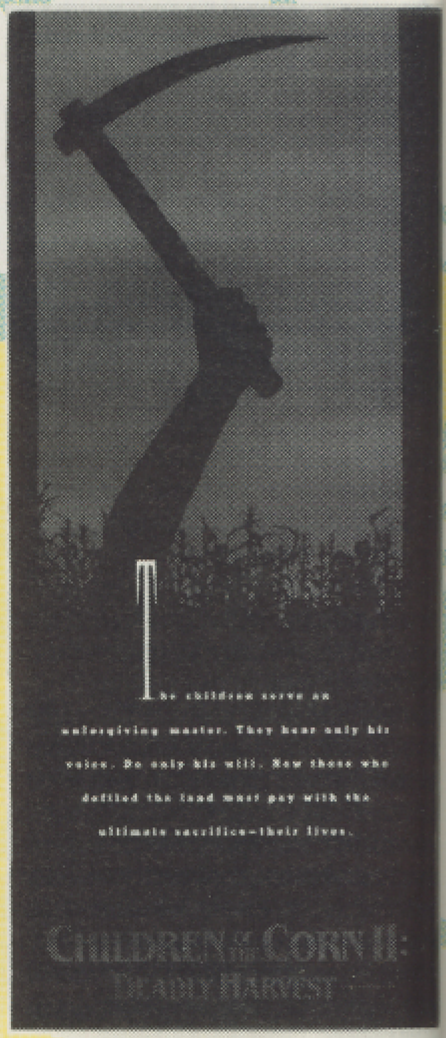
## 'ARCHERS' MOVIE BREAKS RECORDS

Kevin Reynolds' $57 million ROBIN HOOD becomes the firtst true blockbuster of the summer, despite some weak reviews. Obviously the biggest media/avertising spend of all time has paid off, for the film grossed $25 million on its opening weekend, making it the eighth-highest opener in Hollywood history.
ROBIN HOOD II: THE ADVENTURE BEGINS, the 'prequel', already has a promising script but count Costner out.

Meanwhile, opening records look set to be broken again and again this summer (as in 1989), as THE NAKED GUN 2 1/2: THE SMELL OF FEAR, TERMINATOR 2: JUDGEMENT DAY and, in Britain, TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE OOZE follow ROBIN HOOD out of the stalls (what is this fixation with double-parted movie titles?).

## THEIR LOVE IS KING

After the financial, critical and Oscar success of Rob Reiner's merely adequate adaptation of Stephen King's stunning novel MISERY, Hollywood is once again queueing outside King's mansion in Bangor, Maine, much as they were in the 80's, when CHRISTINE, CHILDREN OF THE CORN,



## ABSOLUTELY NO COMPETITION

Well, not this month, anyway.

CUJO, CAT'S EYE and a few other King stories beginning with 'c' followed THE SHINING to the big screen.

Of the 90's adaptations, GRAVEYARD SHIFT has already opened and, well, stiffed. The tasty, three-hour-plus TV version of IT (with Tim Curry as Pennywise the clown) should be available to rent on video now.

And in Hollywood, several adaptations are underway. The most ambitious, THE LAWNMOWER MAN, is a $10 million futuristic thriller loosely based (as with THE RUNNING MAN) on King's short story of the same name.

Starring Jeff PSYCHO III Fahey and Pierce "Not James Bond" Brosnan, THE LAWNMOWER MAN is distinctive in that it will be the first feature film to use 'virtual reality', allowing the audience to experience sensations felt by the characters on the screen.

Also in progress are screen adaptations of THE TOMMYKNOCKERS, SOMETIMES THEY COME BACK, THE STAND and THE DARK HALF, the latter to be made by 'couldn't direct-traffic' George A. Romero.

Watch too for CHILDREN OF THE CORN II: DEADLY HARVEST, which, as you can see, has some neat-looking publicity stuff...

## A MARRIAGE MADE IN HOLLYWOOD

Julia Roberts' shock cancellation of her wedding to YOUNG GUNS star Kiefer Sutherland a mere 72 hours before the event has made me take a long, hard look at the high-profile Hollywood couples.

"She loves me": Long-time lovers Goldie Hawn and Kirt BACKDRAFY Russell were brought back together after a major bust-up when Goldie bought Kurt a 1960's Rolls Royce...

"She loves me not": Winona MERMAIDS Ryder and Johnny CRY-BABY Depp have broken off their long engagement...

"She loves me": Kim Basinger and TOO HOT TO HANDLE co-star Alec Baldwin are planning a winter wedding...



KIM 'N' ALEC

"She love me not": Jeff THE FLY Goldblum and Geena THELMA AND LOUISE Davis are to divorce...

"She loves me": James TERMINATOR 2 Cameron's ex-wife, NEAR DARK director Gale Ann Hurd, recently married BONFIRE OF THE VANITIES director Brian de Palma.

## HONEY, I DROPPED THE TITLE

The sequel to HONEY, I SHRUNK THE KIDS went into production on June 1 as THE UNTITLE HONEY SEQUEL. Previous working titles included HONEY, I XEROXED THE KIDS, I SENT THE KIDS TO THE MOON, but my money says the sequel (again starring Rick Moranis) will eventually be called HONEY, I BLEW UP THE BABY (as in 'enlarged', not 'exploded', dippy).

Original HONEY director Joe Johnston has his $55 million+ comic-strip movie THE ROCKETEER opening in the UK on August 2. Last (for now) of the big budget comic-strip features (after SUPERMAN, BATMAN and DICK TRACY), THE ROCKETEER will hopefully be a big earner, despite the relative obscurity of Dave Stevens' superlative comic-strup and the fact that, despite a worldwide gross of $253.4 million, BATMAN is still $35.8 million short of breaking even, joining a growing list of hugely-sucessful movies (including ALIEN, COMING TO AMERICAN and FATAL ATTRACTION) that somehow never manage to show a net profit...





## JULY NOTED

Now here's a brief update on Things mentioned in July's 'Tales...':

Joining THE MUNNY, THE INVISIBLE MAN and CREATURE FROM THE BLACK LAGOON on the list of old movies to be updated in the near future is VILLAGE OF THER DAMNED, from THE HITCHER director Robert Harmon...

Bruce Willis' justifiably doomed HUDSON DORK (U.S. Premiere magazine's prediction for 10th biggest hit of 1991) dropped out of the U.S. money chart at $15 million, $85 million less than it cost to make...

Gary STATE OF GRACE Oldman has dropped out of Oliver Stone's JFK movie, don't know why...

## IN BRIEFS

Jennifer Lynch, daughter of director David and author of the book that inspired TWIN PEAKS (new of the movie version in 'Tales...' soon), has signed Kim Basinger and Ed THE ABYSS Harris to her feature debut, BOXING HELENA, in which ED kidnaps Kim and keeps her trapped and terrorised in a trunk...

Christopher Lambert WILL appear in HIGHLANDER 3: THE MAGICIAN after all, although Christian MOBSTERS Slater is still expected to play the young McLeod...

Madonna, Jeremy Irons and director Oliver Stone are all out of the EVITA project, which has, sadly, been shelved...

## NEXT ISSUE

I'm leaving fledgling pop stardom in Holland behind for Britain again, so if you hear anyone else singing Sting songs on 'Kalverstraat', it won't be me.

I'll be back to bring you BATMAN: THE NEXT STORY, Arnold Schwarzenegger's US Presidency plan and other news hotter than the red light district's hot bits.

So, until then, 'dank ie, en dag'!

# MUSIC VIDS SPESH

**Rik Henderson** lets his hair down and moshes to the latest music vids.

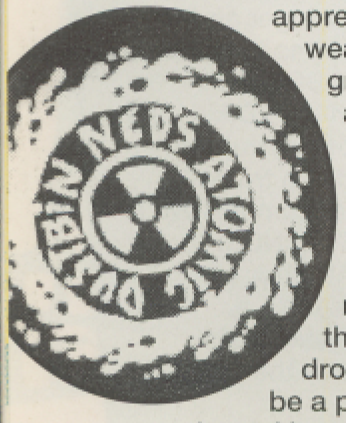
## NED'S ATOMIC DUSTBIN

### Nothing is Cool

**47 Minutes**

If you've never seen Ned's live, this is the video to get. The frantic, thrashing indie-pop style of the band is unlike anything else on this planet, and 'Nothing is Cool' is a good insight into the band itself and what drives them to sound like they do (generally tonnes of ciggies and copious amounts of alcohol).

The video is a compilation of every song Ned's have in their current repertoire, plus the promo of their biggest hit "Kill Your Television" (a ravin' noise of a song, best appreciated whilst wearing a holed, grey sweater and waving from side to side maniacally).




If you're into good music of the thrash-'til-you-drop kind, you'd be a peculiarly shaped banana (i.e. square) to miss out!

✪✪✪✪

## POP WILL EAT ITSELF

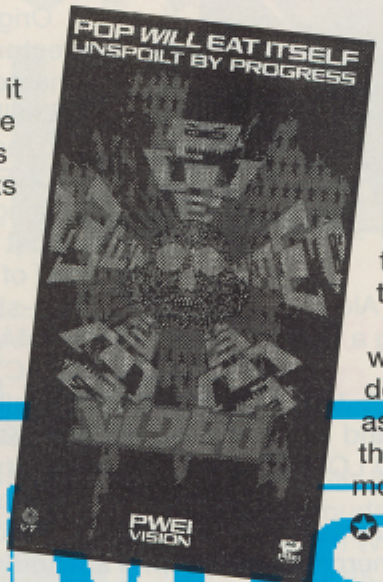
### Unspoilt by Progress

**42 Minutes**

PWEI (as they're better known) are a bunch of lager-drinking geezers who spew out an excellent mix of thrash metal, goth melodies, and hardcore hip-hop.

Their music is inspired by their insistence on 'avin' a laugh and the lyrics on most of the songs shown here proves this.

'Unspoilt by Progress' shows you exactly how unspoilt PWEI are, as it chronicles the band's songs from the roots to present day, and it contains all the videos they've ever made, plus rare live footage.




Even the very pop-inspired 'X Y & Zee' (the best dance record in the last year - in my opinion) is there in its entirety.

Even if you have every cracking PWEI record around, this compilation of stunning visuals and lager-stained music is the best buy you could make legally. And next time the band play live, make sure you're moshing at the front of the stage with the rest of us freaks!

✪✪✪✪✪

## THE KLF

### Stadium House (The Trilogy)

**30 Minutes**

Okay, I'll admit that even though I'd rather thrash about to PWEI, Ned's and EMF, I have a soft spot for The KLF's indie house music.

Every one of their records sounds like they've spent a long time in production, and they attempt to add a few 'real' instruments over the top of their computer-run midi dance tracks, too.

That said, I have absolutely no respect for this video! The tape is only 30 minutes long, which would be fine if those minutes were spent wisely. But all we have are the three KLF hits - with videos that all look remarkably similar - and an extremely pretentious pile of offal in the form of a 'making-of', that the band have tried to pass off as 15 minutes of art.

What it is is 15 minutes of extreme boredom, and a complete waste of my, The KLF's, and the video duplicators' time!

Stadium House is worth only half the dosh that's being asked for it, and I say that when I'm in a good mood.

✪

## URBAN DANCE SQUAD

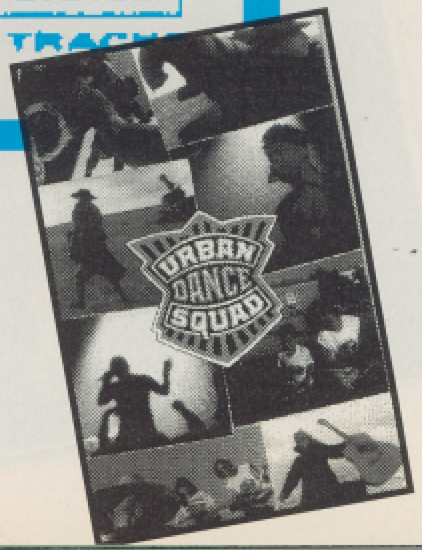
### Mental Floss for the Globe

**49 Minutes**

The Urban Dance Squad are a bunch of Dutch hip-hop rockers. That is, that they hail from Holland, and are very much influenced by Public Enemy, NWA, and Anthrax.

The feel is very much hard rap, with a generous amount of heavy metal thrashing put over the top through their drums and guitars.

They seem to attract rather a large crowd too, 'cos a majority of the tracks on this vid have been recorded at a huge gig somewhere or other and you get to see a very healthy following head-banging and injuring each other. The promos made for a few of the songs were very well shot too, and you get a heck of a lot of them for your money.




The whole caboodle must be watched in its entirety though, as 'God Blasts The Queen' (the last song) is a rousing mess of noise best liked by deaf Hendrix fans like myself.

This is NOT a video your parents will want you to have, or play at any time when they are present (it's just too damn LOUD!)

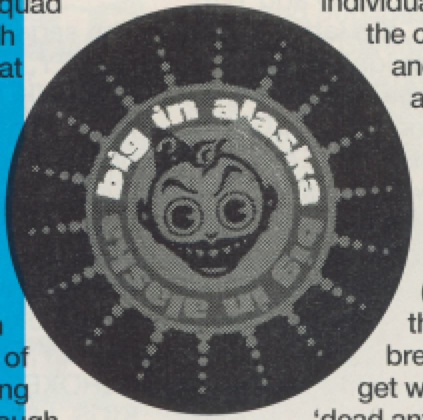
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## JESUS JONES

### Big in Alaska

**33 Minutes**

Jesus Jones are the most respected band that actually manage to retain an individuality yet hit the charts time and time again.




The first album was the best thing since sliced bread (especially the sliced bread you can get with the little 'dead ant look-a-like' sesame seeds sprinkled on top) and the second - although more mellow - hits you like a steam engine colliding with an over-ripe plum!

'Big in Alaska' features the videos of the band's hits from both albums (seven of them) and links each with a camcorder-shot piece of interviewing performed by the lead singer, Mike Edwards, himself.

Fans would never miss this, but if you we're going to dismiss it just because they've made it into the charts, and therefore it's not cool to like them, think again.

Why miss out on something just because your kid sister likes it?

✪✪✪✪1/2

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